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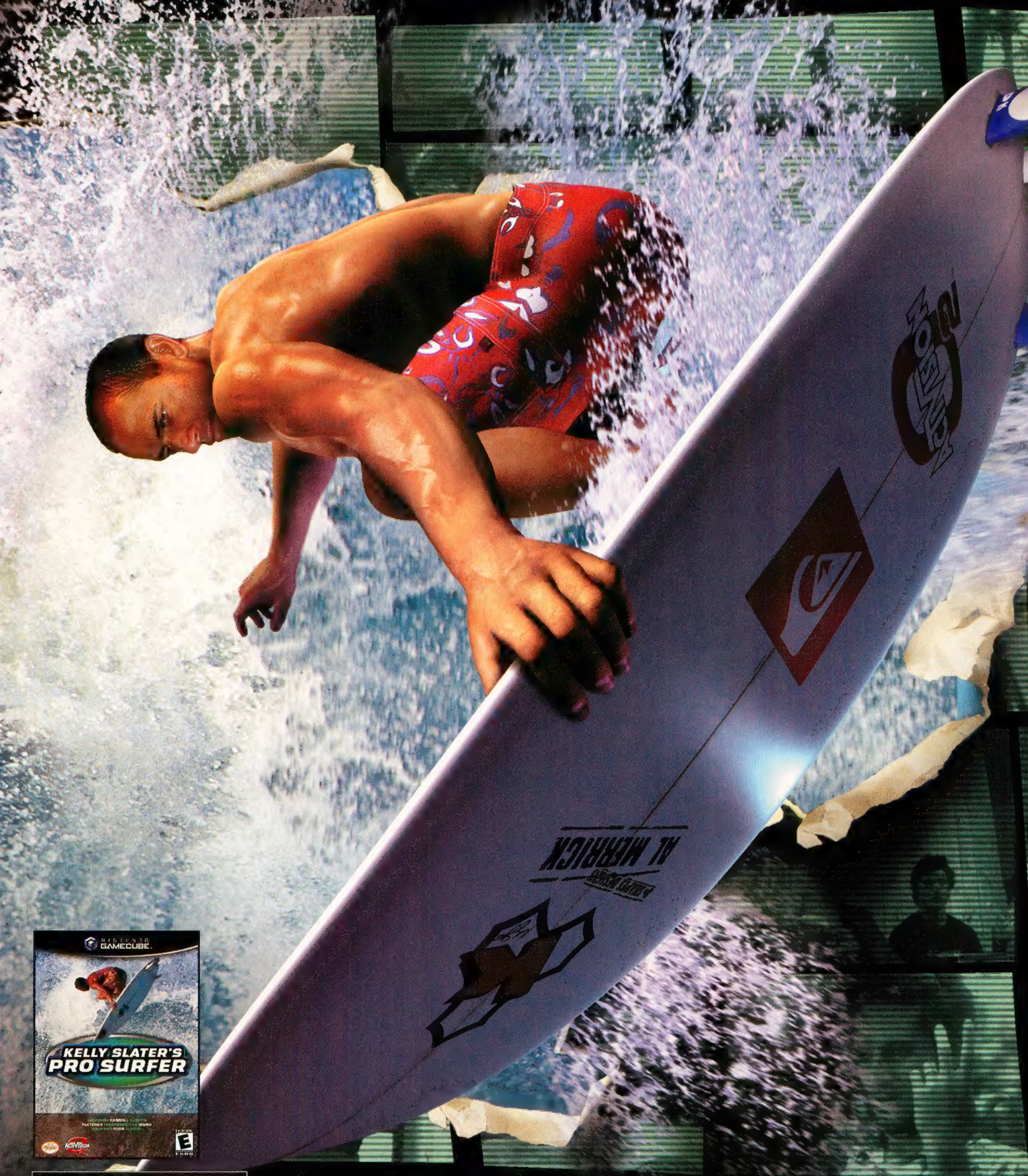

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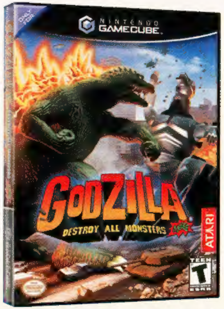
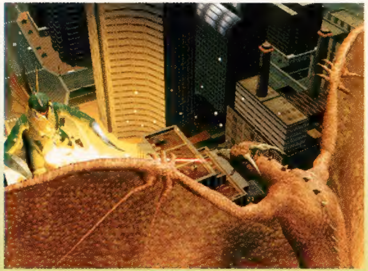


中にゴジラの一部は、死火レーザー光眼から放した鋼と思われる。線によるものが今回の帰還を果たした。か最後に東京には、ゴジラる。ら、数年目の出現してメカゴジラは、そことであメカニックの双子の強敵では粉ゴジラと闘ってもあるた。ビル半は自然発火砕し、街の大に包まれ、東の爆発で火炎メ昨日早(東京)京中心部は大なメタラといカゴジ朝、突然の攻リックの怪物う巨は東京防衛撃。昨日ゴジが揚々と帰還に紛争し、意ラ衛撃。昨日ゴジが突然の気還に紛争し、意ラは東京防々と帰還に気揚々と帰



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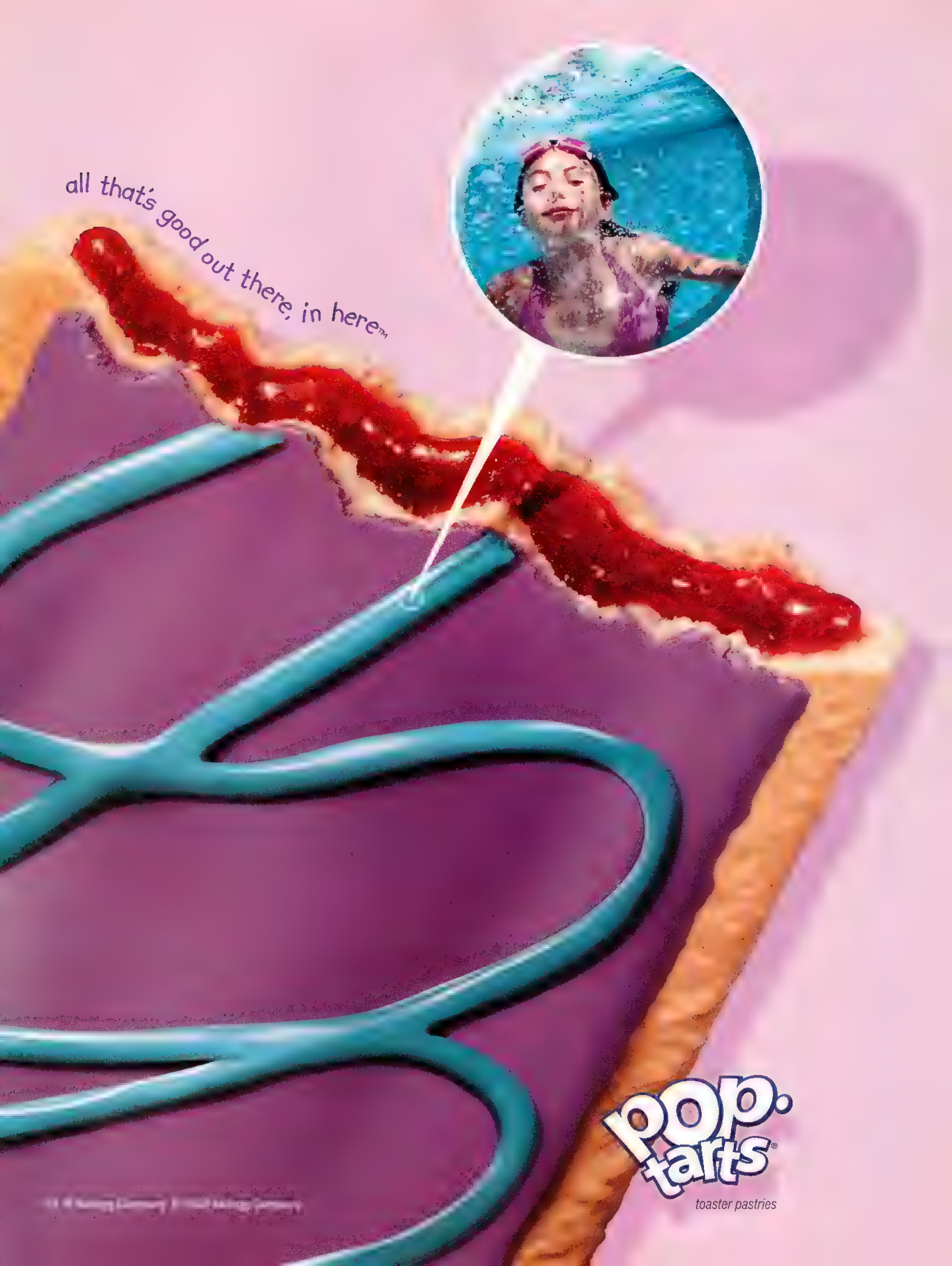
36 You know what Fox needs? More padding. Then again, if you had to save the universe, you'd wear padding, too.


all that's good out there, in here™
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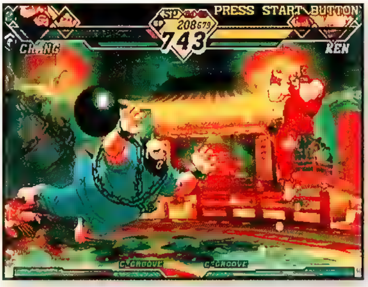
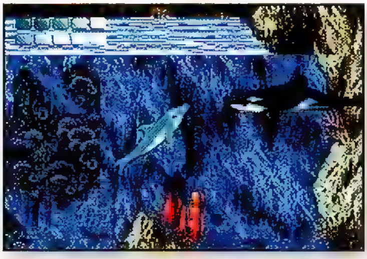


124 Uh, oh. Someone forgot to fill the pool . . . this belly flop is going to hurt tomorrow.



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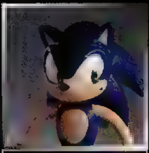
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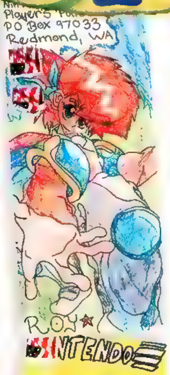

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You guys really know how to take a break from reality! Our mailbox was jam-packed with many interesting video game vacation ideas. Most of you would prefer a holiday in Hyrule, but you mentioned all sorts of interesting locations.

GAME GETAWAYS

I'd go to Goldwood from Jet Force Gemini. It'd be awesome to swim in the water by the waterfalls (if the water was deeper), and if those evil ant things came, I'd destroy them with some grenades! My brother, on the other hand, would go to Hogwarts. How could he relax at a school!???? Little Brothers!

GrangerGIRL26
Via the Internet

I would visit the maze in the Pac-Man games. That place is just like Vegas—with all the blinking neon lights and an all-you-can-eat ghost buffet!

Matthew Loriso
Via the Internet

I would spend my vacation in Wario's Greedville so I could bring out my mean, selfish and greedy side. I would get my education at the Greed School where I could learn something useful using the Greed Test. After that, I would go on a shopping spree at the Wario Mart and buy a car that looks like Wario's. I would go to the Pyramid Theater and watch the movies *Star Wario* and *Crouching Tiger, Hidden Wario*, plus see some snapshots. Now that vacation would be lots of truly greedy Greedville fun!!!!

Jakelarsen
Via the Internet

My vacation would be in Hyrule. I can see it now—hanging with Link and the Kokiris, going into the Lost Woods, going to Lake Hylia to swim and catch some rays, hanging with the Zoras, trying to climb Death Mountain, chilling with the Gorons, stealing stuff from the Gerudos, going to Lon Lon Ranch to do some horseback riding and, finally, going to Hyrule Market and getting some good eats. Mmmm . . . mmmmm. Now that's a vacation, don't you think so?

Issak Forsberg
Via the Internet

Royal Raceway would be great for vacations. You could sleep and eat at the castle. There would be go-kart racing, and swimming and scuba diving would be available. Mountain hiking could be done, too. It's perfect! Excuse me, I gotta go call my travel agent . . .

Michael Bugarin
California

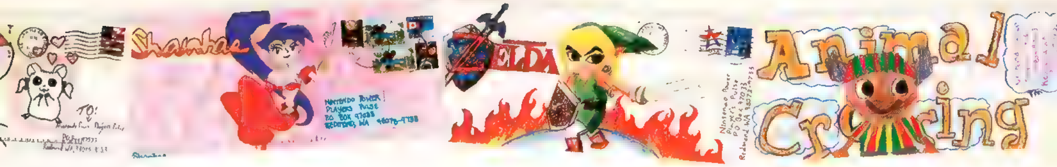
I would go to Dinosaur Island! You could get all the melons you wanted just by walking up

LETTER OF THE MONTH

If I could pick a video game location for a vacation, it would definitely be Hyrule. First of all, I would drop by Link's treehouse and meet him. Then I would go sightseeing. For example, I'd enjoy hiking up Death Mountain, visiting the castle and swimming in Lake Hylia. After that, I would go beat up Bongo Bongo. Lastly, I would tell that annoying, feathered freak Kaepora Gaebora to shut his beak. The postcard would have a picture on it of Princess Zelda and it would say "Wish you were her."

Nick Anderson
Via the Internet

Just don't send that postcard to your girlfriend, Nick. She won't think it's funny, even if we do.



YOU'RE A WINNER

PRIZE WINNER!

Ian McNamara, Justin Zabel, Tommy Stevens, Jim Lamb and Dan Van Domelen (pictured below), the winners of the multiple Wave Race: Blue Storm contests, came together in August to attend Seattle's Seafair celebration and to hang out at Nintendo of America and NST. The winners had plenty of excellent daily activities to keep them busy, including a farewell dinner at the Experience Music Project, where they participated in a short Wave Race quiz. Justin Zabel answered the most questions correctly and won an E3 program signed by Shigeru Miyamoto.

to a bush. You could get rides on a Yoshi just for fun. You could get autographs from all of Bowser's children! There would be just endless fun.

Nick Beets
Via the Internet

If I could go on vacation inside a game, then I would go to Naboo and hang out at the palace. I could drive speeders, shoot at Gungans, swim and, oh yeah—steal some Jedi's lightsaber and go to the dark side.

Daniel Van Duinen
Via the Internet

My video game vacation would be at the town in Harvest Moon 64, in the fall! I could be relaxing on the beach, eating fresh corn and best of all, mushrooms! There are horse races just around the corner, and there's dinner and a spa on the mountainside. There are no annoying monkeys with ties fighting it out with pink marshmallows with hammers or princesses with frying pans. Instead, there are cute couples, like the Mailman and the Librarian and the Florist and her husband. With a nice, cool stream to bathe my big feet in, a calm ocean to swim in and the bakery full of cakes, there's no reason why the Harvest Moon town isn't the most relaxing place to vacation.

Faramir Took
Via the Internet

I would go to Johto or Kanto. I could get a Pokémon and have it be my bodyguard. I would show it off in school, and I would be the coolest kid in school! The Pokémon would probably be a Totodile.

Baritone97
Via the Internet

If I were to visit a game locale, it would probably be a Super Smash Bros. Melee tournament where I could cheer for Bowser! Brahahaha!

Kidd the Ultimate
Wisconsin

I would go to Termina! I would stay in the Stock Pot Inn and visit the incredibly famous "Hand in the Toilet," while hanging with my man, Link. I could also have a day at the beach in eastern Termina, and ski the Northern Mountain slopes with Gorons. I think I could only stay for the weekend, because of the lunar threat. I'd really like to see those fireworks, though . . .

Ryan Heemann
Via the Internet

If I could visit a video game land, I would shrink down and visit Shy Guy's Toy Box. I could have lunch with Gourmet Guy, play hide-and-seek with the Big Lantern Ghost, play the slot machine, ride the train and maybe even take some dance lessons from Groove Guy!

QDragon686
Via the Internet

If I could go on vacation in any game, I would go to the Death Star (before it exploded), and I would hang with Darth Vader, blow some planets up and leave as soon as Luke came.

Allan McCormick
New York

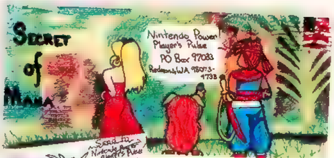
DOUBLES DOWN!

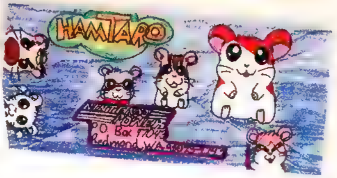
I don't understand how someone can look like Tails, Voltorb, a Poison Mushroom and a Sandbag!!! That's crazy!

Inch Canam
Via the Internet

Hey, man—we really thought those were good doubles. None of those doubles worked for anyone else, either. See Power On on page 28 for more!

I remember you guys putting a Digital Doubles page in Vol. 158 and I thought that it was pretty cool. So after that, I





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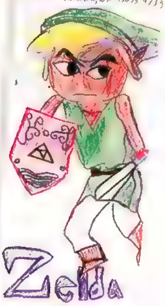

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went through all the games I own and found my three digital doubles. They are 1) Padmé Amidala from *Star Wars* Episode II: Attack of the Clones; 2) Jasmine from Pokémon Silver, Gold and Crystal Versions and; 3) Téa Gardner from Yu-Gi-Oh! Dark Duel Stories.

Anakin Skywalker's Girl
Via the Internet

Anakin Skywalker's Girl, you read our minds! This month in Power On, we're printing the results of the Digital Doubles vote, and we're inviting each of our good-lookin' readers to send in a photo and the name of the video game character he or she most resembles. We might even print the closest matches in an upcoming Power On!

LIFE'S A PEACH

Last Halloween, I made myself a very authentic Princess Peach costume. I couldn't wait to show it off at school. I got up early so I could get dressed up and still have plenty of time to make it to the bus without having to rush. Needless to say, one thing after another happened . . . I pulled my skirt up to my knees and ran like Bowser was after me. When I made it to the bus stop, the bus was gone. I had lost an earring, I had forgotten my gloves, my hair was a mess and I was out of breath. I sat down and bawled then I cracked up laughing: I was acting more like Peach than I had planned! Perhaps next time I should ask her how she manages to put up a struggle without losing her jewelry or mussing her dress. In the end, it wasn't so bad. Everyone on campus loved the dress. Not everyone recognized me, but it was enough. Someone even asked, "Are you queen of somewhere?" and I said, "No, I am princess of the Mushroom Kingdom." Maybe if I had had a Mario, things would have turned out better.

Elizabeth Ingram
Via the Internet

Great story, Elizabeth—and so timely! Sounds like you had a happy Halloween even if some things went awry.

FUN FACTOR

From the mid-'80s to mid-'90s, video games were extremely fun. Do you know why this was? Because they were easy to learn. After you popped Super Mario Bros. into your NES, the play control became second nature in a matter of seconds. These days, video games are just too complex. I'll be honest—there have been times when I have spent more time learning a video game than actually playing it. Complexity alone ruined Capcom's two finest game series, Street Figher and Mega Man. And after playing some recent titles, I've come to realize that complexity will ruin all video gaming if it is used in excessive amounts. Don't get me wrong, I love games with great graphics that will keep me occupied for months, but I don't want to spend months just learning how to play a game. I'm sure other gamers feel the same way. So, I'm asking all the game makers out there to stop putting massive amounts of complexity in games before it causes you to lose any more customers.

Taylor Carlson
Nevada

You're right that many games these days are complex, but there are still some simple games that you can try—Super Monkey Ball 2 comes to mind. But if you prefer the classics, there's nothing wrong with sticking to them!

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WRITE AWAY, RIGHT AWAY

Reader Greg Allen would love to have a rugby game for the GCN, because he likes hard-hitting sports games. He wants to know what kinds of games other gamers would like to play. Has the time come for a water polo game? Would you eagerly jump into an updated Mario Paint? Or do you think that some activities aren't translated into video games for a reason? Check out NP 411 for information on where to respond.

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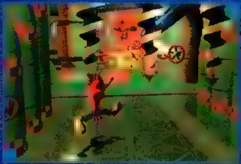

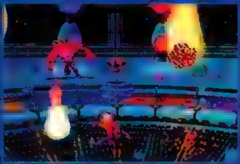

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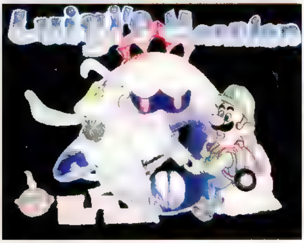
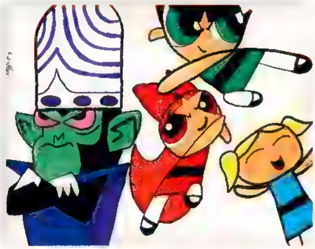
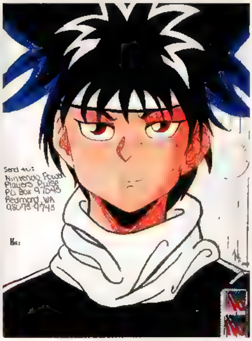
PLAYER'S PULSE ARTIST'S GALLERY


Luigi's Mansion

Matthew Grootenboer
New Jersey



Lance Jabr • California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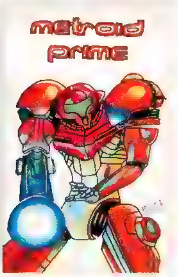
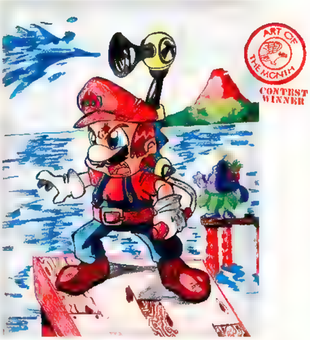
98073-9743

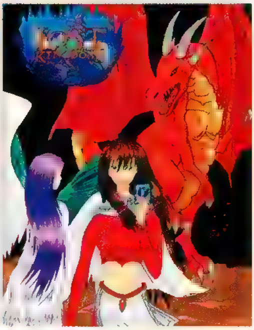
Esteban Perea • California


metroid prime

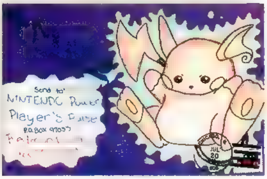
Joey McGreal
California


ART OF THE MONTH
CONTEST WINNER

Coleman Engle • Virginia



Kelley Cortright • California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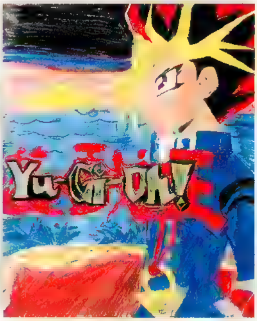
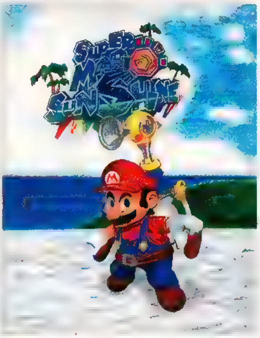
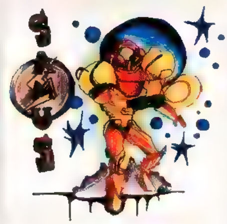
Teagan White• Illinois



Rebecca Pacheco • Illinois


Super Mario Sunshine

Matthias Brown
Wisconsin



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CONTENT RATED BY ESRB
Violence

POWER CHARTS.161

It's a stunning smash as Super Smash [illegible] duke it out with mainstay Mario for the top spot in [illegible] comes some stiff competition [illegible] There are, however, many new games coming [illegible] the Sales Charts. Imports from across the [illegible] between now and the end of the year—and they may [illegible] making their presence felt, as Dragon Ball Z [illegible] spell the end for some perennial chart-topping favorites.

KEY: [illegible]
GAME BOY ADVANCE [illegible]

TOP SELLING GAMES *

	GAME	PRIOR POSITION	MONTHS ON CHART
1	[illegible]	3	[illegible]
	DRAGON BALL Z: THE LEGACY OF GOKU	1	3
2	[illegible]	2	[illegible]
	SUPER MARIO WORLD: SUPER MARIO ADVANCE 2	2	7
3	[illegible]	[illegible]	2
	YU-GI-OH! DARK DUEL STORIES	5	3
4	[illegible]	6	7
	SONIC ADVANCE	4	7
5	[illegible]	5	4
	POKéMON CRYSTAL	10	10
6	[illegible]	4	4
	SUPER MARIO ADVANCE	8	8
7	[illegible]	•	1
	STAR WARS EPISODE II: ATTACK OF THE CLONES	3	2
8	[illegible]	7	5
	MARIO KART: SUPER CIRCUIT	6	10
9	[illegible]	3	5
	GOLDEN SUN	9	7
10	[illegible]	8	3
	SPIDER-MAN	7	4

[illegible] TRSTS Video Game Source.

PLAYER'S CHOICE*

	GAME	PRIOR POSITION	MONTHS ON CHART
1	[illegible]	1	[illegible]
	THE LEGEND OF ZELDA: A LINK TO THE PAST	2	4
2	[illegible]	[illegible]	4
	METROID FUSION	3	4
3	[illegible]	•	2
	TUROK: EVOLUTION	•	1
4	[illegible]	3	4
	CONTRA ADVANCE: THE ALIEN WARS EX	•	1
5	[illegible]	[illegible]	3
	ADVANCE WARS	•	7
6	[illegible]	5	4
	THE PINBALL OF THE DEAD	1	5
7	[illegible]	5	3
	YOSHI'S ISLAND: SUPER MARIO ADVANCE 3	•	1
8	[illegible]	•	1
	GOLDEN SUN	10	10
9	[illegible]	•	1
	HAMTARO: HAM-HAMS UNITE!	•	1
10	[illegible]	9	3
	GAME & WATCH GALLERY ADVANCE	9	2

*Player's Choice and Most Wanted information courtesy of the NP Krew.

MOST WANTED

		PLATFORM	PRIOR POSITION	MO. ON CHART
1	[illegible]	[illegible]	1	10
2	[illegible]	[illegible]	•	1
3	[illegible]	[illegible]	•	4
4	[illegible]	[illegible]	•	1
5	[illegible]	[illegible]	•	2

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TEEN T CONTENT RATED BY ESRB

Suggestive Themes
Violence

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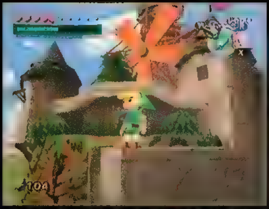
GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

Metroid Prime is almost ready for prime time. This month, Nintendo Power takes a look at the ultimate sci-fi adventure for GCN.

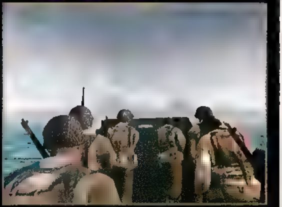
THE SPOTLIGHT

The Legend of Zelda



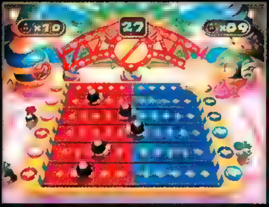
The eyes have it in The Legend of Zelda for GCN. Get the latest scoop on the making of Link's biggest adventure ever.

Medal of Honor Frontline



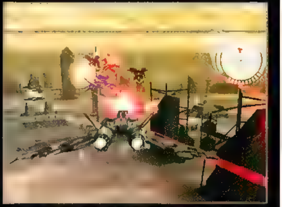
EA Games has another first-person shooter heading for Nintendo GameCube this fall, and it's not for the weak of heart.

Mario Party 4



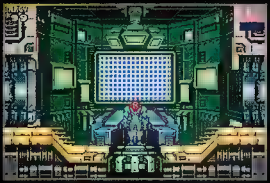
One to four players can have a party with the new board game and minigamefest that is Mario Party 4 on Nintendo GameCube.

Defender



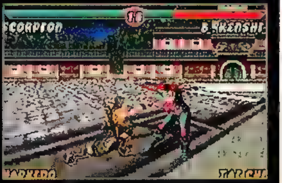
From the arcades of the 1980s to the Nintendo GameCube of 2002 is a long way to travel, but Defender makes the journey worthwhile.

Metroid Fusion



The game play is classic, but the adventure is all new, and the graphics are all Game Boy Advance. It's the best action on GBA.

Mortal Kombat: Deadly Alliance



A new battle has begun, and just one victor will remain standing at the end. Each combatant can use three unique fighting styles.

THE GAMING NEWS FOR OCTOBER 2002

CLASSIC HEDGEHOG ACTION FOR GCN

Two months ago, Game Watch reported that gaming's most popular blue-haired hedgehog was coming to Nintendo GameCube this fall in The Sonic Mega Collection from Sega. Now, we can report that the collection will include seven classic Sonic the Hedgehog titles—Sonic the Hedgehog 1, 2 and 3, Sonic & Knuckles, Sonic 3D Blast, Sonic the Hedgehog Spinball and Dr. Robotnik's Mean Bean Machine. That's a lot of Sonic, and it's only on GCN.

YOUR DOOM IS COMING

Activision and id Software are putting the final touches on Doom II for Game Boy Advance for an October release. The new shooter for GBA contains the original 30 levels and nine weapons from the PC hit. You'll also find a cooperative mode for two players and a four-player frag mode.

AREA 51 ACKNOWLEDGED

The government may not acknowledge the existence of Area 51, but Midway Games and Stan Winston Studio have a plan that will take three characters into the secret Nevada base (via your GCN) to uncover the mystery of alien visitors. If the idea sounds far out, it is. Don't expect to see any aliens until 2004.

APOCALYPSE 2003

The four horsemen of the apocalypse are a vision out of a nightmare, and in an upcoming thriller from 3DO, that nightmare comes home to GCN owners. Michael Mendheim of 3DO says of Four Horsemen of the Apocalypse, "We're adding a modern, sinister spin on a classic theme, and creating a powerful main character. . . ." Expect lots of gore, weapons, finishing moves and 18 levels of 3-D realism. The beginning of the end is scheduled for next fall.

WORMS, ROXANNE, WORMS

On a lighter note, Ubi Soft will revisit the Worms franchise when it brings out a next gen sequel that will be titled Worms 3. The new Worms game will feature fully deformable landscapes along with more familiar elements, such as irreverent humor and wacky power-ups. The digging and blasting should begin next year.

LEGO STUNTS

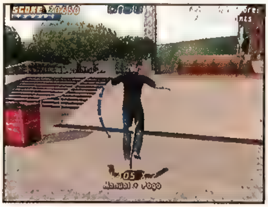
LEGO Island Xtreme Stunts for Game Boy Advance is your chance to live the life of a Hollywood stuntman, Pepper Roni, without breaking a limb. EA and LEGO's game features driving, flying, watercraft riding, skateboarding, motorbiking and sky surfing in five adventures that'll start this fall.

LITTLE LEAGUE ON GBA

From T-ball to the Little League World Series, NewKidCo brings the Little League experience (and license) to GBA this fall. There are 10 fields, male and female kid athletes, international rosters and intuitive controls. You'll play in the field and manage teams using the official Little League rules. Let's play ball.

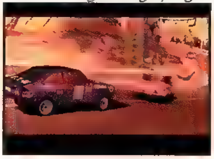
TONY'S FOURTH

Activision's Tony Hawk's Pro Skater 4 for GCN pulls some amazing new moves out of a familiar hat, and the result is the best THPS experience yet. The new Career Mode lets players choose their own goals as they move from amateur to pro status. You can skate on moving objects, skitch behind cars and perform spine transfers. The graphics have been upgraded and the Skatepark Editor offers more options than before. This Hawk flies high.



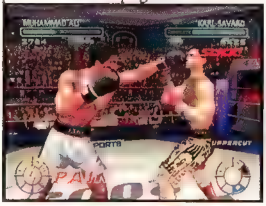
SHOX FOR JOCKS

EA leaves both the pavement and the rules of the road behind in Shox for GCN. Drivers will take the wheels of 24 licensed vehicles and test them by plowing through snow, busting through jungles and slipping over ice. Special "Shox Zones" test your skills and give you the opportunity to earn Gold, Silver and Bronze medals. One to four players can join in the action, and you can even wager cars in races. That's incentive.



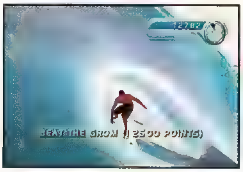
KNOCK YOURSELF OUT

Your dream bout no longer has to remain a dream once EA Sports releases a Nintendo GameCube version of Knockout Kings. The game represents the greatest boxers with realistic 3-D models and motion-captured animation. Older champs, such as Muhammad Ali, Joe Frazier, Roberto Duran and Sugar Ray Leonard, can mix it up with the best pugilists of the 21st century—Felix "Tito" Trinidad, Lennox Lewis and Oscar De La Hoya. The brawler boasts a single-elimination tournament, Career Mode and multiplayer action for up to eight players.



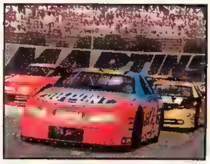
SURF'S UP WITH KELLY SLATER

Even though the endless summer has come to an end, there's no reason to put your surfboard away. Activision's Kelly Slater's Pro Surfer for GCN will take you to the best 14 surf breaks in the world. Kelly and other top pros will be pulling off tricks (both real and fantasy) to a hot sound track with songs from Pearl Jam, Ben Harper and Perry Farrell.



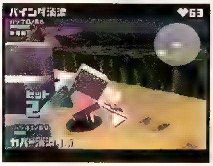
TOTALLY NASCAR

Infogrames is joining the NASCAR circuit on GCN with NASCAR Heat 2: Road to the Championship. The racer has four NASCAR series, starting with the dirt-track Weekly Racing Series and ending up in the Winston Cup circuit. You'll burn rubber on 31 tracks, upgrade your ride with more than 100 parts and manage your team and budget—all with real 2002 cars and drivers. You can even race head-to-head against a friend and get advice from a pro.



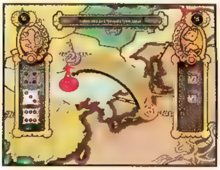
CUBIVORE EAT CUBIVORE

Don't let the blocky art fool you—Atlus's Cubivore for GCN, coming this fall, is a sophisticated game that is fun to play. You'll begin your climb to the top of the food chain as a simple creature. As you eat other critters, you'll evolve and become stronger. You'll visit new environments and collect items to upgrade your body—and you'll hunger for more.



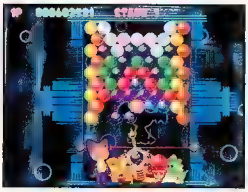
RISK THE WORLD

One of the world's favorite strategy board games is coming to GCN this fall thanks to Infogrames. Risk, the game of world conquest, will feature a six-player multiplayer mode, Classic, Mission Risk and Capitol Risk variations, advice from historical generals, special dice and 3-D cinematic battle views. Roll 'em.



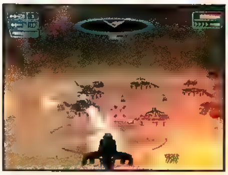
BUST-A-CUBE

Ubi Soft is stepping up to the plate this fall with a GCN version of Super Bust-a-Move 2. Puzzle fans will find thousands of new puzzle boards and a new Edit Mode for creating personalized mind benders. It's bubble the fun with two players.



CHOPPER CHOPPER

This fall, Midway's Fireblade puts you in the cockpit of a Talon carrier or Vendetta attack chopper in four campaigns and 18 missions that take you to the Alps, Amazon Basin, Arctic and Arizona. You can slip in with stealth mode and let loose with hi-tech ordnance.



METROID PRIME

Game Type: Action/Adventure
Publisher: Nintendo
ETA: November 2002
System: Nintendo GameCube

Through the Eyes of Samus Aran

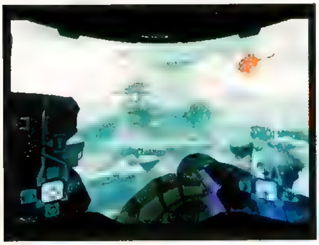
If you could only see what we've seen through Samus's visor. The screen shots are great, of course, but the special effects have to be seen in their full glory to be appreciated. Samus's visors help her (and you) survive on the hostile, alien world of Tallon IV, where Space Pirates are researching a valuable material called Phazon. The visual effects are truly innovative—for example, imagine an electrical current snaking over your visor when you get zapped by an alien weapon. Some of the visual elements are particularly useful, like the ability to zoom in on the 3-D map and rotate it to see an entire area clearly. The Combat Visor gives you instant access to weapons and critical data, such as the state of your Energy Tanks. The Thermal Visor allows you to see the world in infrared, which is useful if you need to target a hot spot on an enemy, like the heat gills of Sheegoth—one of many boss enemies in the game. And the Scanning Visor lets you gather tons of information about nearly everything in the world. Using the Scanning Visor, you'll locate Scan Points throughout the environment. Each one will give you information about the life-form or object that you scanned. The info is often in the form of clues that will help you defeat an enemy or figure out a puzzle that involves a scanned item. As you scan life-forms, the game automatically adds new creatures to a growing log that you can refer back to during the game. Since almost everything has a Scan Point, you'll find an amazing amount of information to help you and Samus defeat the Space Pirates.

Shades of Samus Past

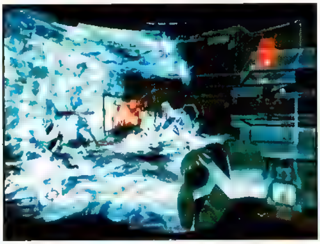
Metroid Prime turns out to be pure Metroid even though much of the game unfolds from a first-person perspective. You'll gather Energy Tanks to preserve Samus's life, collect Energy Pellets and missiles from defeated enemies, blast through locked doors using missiles or special beam weapons and you'll defeat bosses to reach new weapons and items. And when you tuck into the Morph Ball, you'll slip into a third-person perspective—classic Metroid! Activating Morph Slots (in Morph Ball form) is a critical part of Metroid Prime, because it's one of the main methods you'll use to trigger machines and doors. You'll also have to use your bombing ability, which is tied to the Morph Ball, to blast yourself up to areas that are otherwise unreachable and to create the explosions to open up blocked paths. Even when you're back behind the visor, you'll find that you're in command of classic Metroid moves, such as the double jump. As for weapons and items, you'll collect the Wave Beam and Spiderball, among other cool tools.

New Dangers

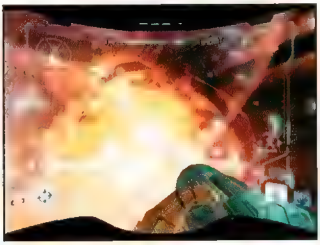
Samus's new adventure takes her to a world where the Space Pirates are just one of the many types of threats. Some of the enemies, like the rock boss, Thardus, are completely new. You'll also find familiar faces, such as the enigmatic Chozos. Samus is in for some monster battles against the bosses of Metroid Prime. You'll have to hit multiple targets while dodging a wicked assortment of attacks. A high degree of challenge has always defined the Metroid series, and Metroid Prime preserves the tradition. The final piece of news is that Metroid Prime and Metroid Fusion (for GBA) will have a connective feature, but we're going to leave just what that feature does as a surprise for now.



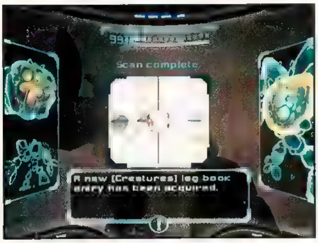
Samus's mission takes her to a vast and dangerous world filled with alien mysteries.



Many of Samus's traditional weapons, such as the Ice Beam, return in dramatic form.

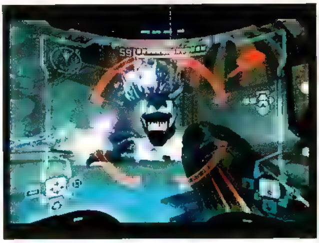


Fireballs, Wave Beams, electrical discharges and bomb blasts all look dynamite on the GCN.

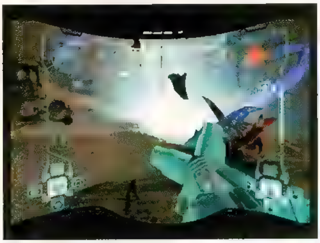


A new [Creatures] log book entry has been acquired.

You'll access data about biological agents and Samus's surroundings through Scan Points.



Many of the enemies Samus meets are huge, and they're all meaner than a tiger with a toothache.

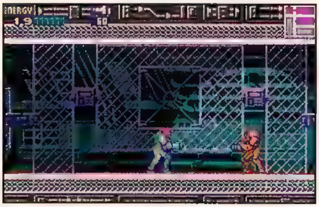


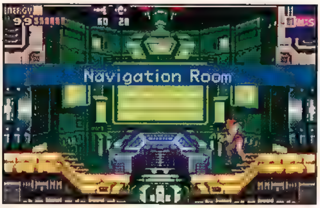
One of Samus's most effective weapons is the Homing Missile, which flies straight to the target.

METROID FUSION

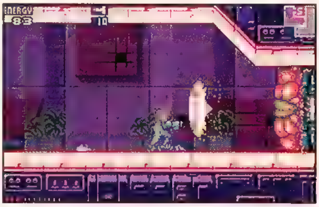
Game Type: Action/Adventure
Publisher: Nintendo
ETA: November 2002
System: Game Boy Advance

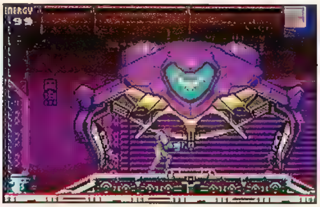
The second chapter of Metroid action this year comes in the form of an all-new Game Boy Advance game, Metroid Fusion. The new story begins following Samus's exploits on SR388 in Metroid II for Game Boy. Samus eradicated the Metroids on the planet, which caused an imbalance in the ecosystem and a population explosion of a parasitic life-form called "X" that had been a food source for the Metroids. During a scientific mission on SR388 for the Galactic Federation, Samus is attacked by an X parasite, which mimics its host. While Samus lies comatose in the space station above the planet, the X parasite absorbs the abilities of her Power Suit. In a desperate bid to destroy the parasite infecting Samus, a scientist injects the bounty hunter with a vaccine composed of DNA from a Metroid. The process saves her life and gives her the useful ability to regain health and power-ups when she absorbs an X parasite. Unfortunately, the station is overrun with X parasites, and one of them is mimicking Samus in her most powerful form. The game's exploratory missions, play control and arsenal—including the Morph Ball, Screw Attack, Varia Suit and Wave Beam—will be familiar to Metroid fans. Get ready for the year of Metroid!

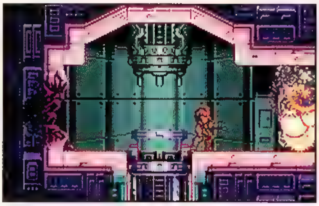

Throughout the game, Samus is pursued by an X parasite, which mimics her most powerful form.

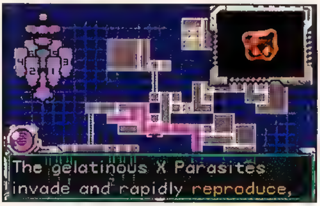


The desperate mission takes you throughout the vast space station that's in orbit around SR388.


You'll collect improved weapons for fighting enemies and blasting open doors and hatches.


The same team that created the original three Metroid games developed Metroid Fusion, too.

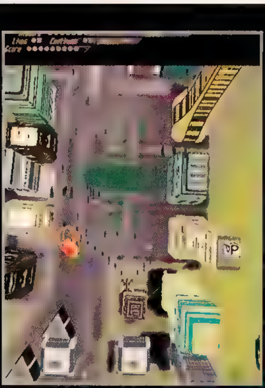

As in previous Metroid games, you'll use technology and cunning to explore a dangerous world.

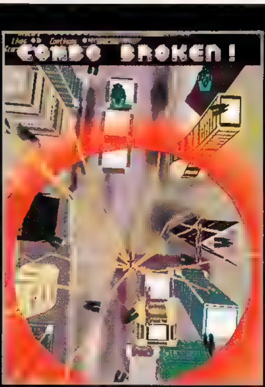

The gelatinous X Parasites invade and rapidly reproduce.

Information updates and useful maps will help you move through the station and stay alive.

PROJECT: DIGIPEN

Dimension Burst, a 3-D arcade shooter, was the brainchild of Designer Masanori King Takee, Technical Director Lester Bloom, Producer and Technical Writer Cory O'Regan and Product Manager Christian Sadek—all in their sixth semester at DigiPen. The game concept is simple—blast your way past all the baddies and destroy the boss to win. But a special scoring system, which the team calls "Frenzy," makes it a bit more interesting. For every baddie that you blast successively, a multiplier is added to your score. So if you manage to hit every enemy that appears, your score will be astronomical. Players get to choose from three specialized ships, and they'll have to collect power-ups along the way to survive. It's a blast from the past with some new twists added.

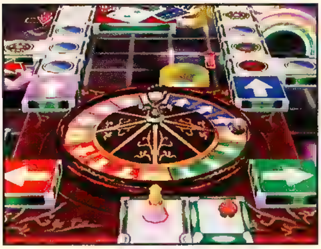




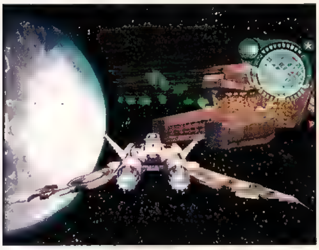
For more information on DigiPen, and to download a copy of Dimension Burst to play on your computer, head to www.digipen.edu, where you'll also find links to more projects and information about signing up for classes and workshops.

OCTOBER GALLERY OF GAMES

If variety is the spice of life, get ready for some major heat. This month, we've got a gallery that's full of party games, war games, fighters, space shooters, super-hero adventures and wacky aerial racers. What's more, we have breaking news about The Legend of Zelda for GCN. It's all in the gallery.

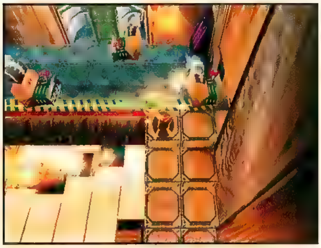


Mario Party 4
With eight new boards and 50 all-new minigames, plus new Tag Matches for teaming up, Mario Party 4 for GCN will be the multiplayer blast of the year.



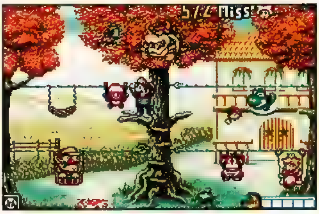
Defender
Midway has converted another classic arcade title into a 3-D marvel. In Defender for the GCN, you'll defend the solar system in six cool ships.

Freaky Flyers
Freaky Flyers has dozens of levels and characters, adventure elements and even minigames. Midway plans for it to take to the air later this fall.



Zapper
Infogrames will introduce Zapper the cricket this fall in a GCN action game that spans six worlds. Zapper uses jolts of power to zap his foes.

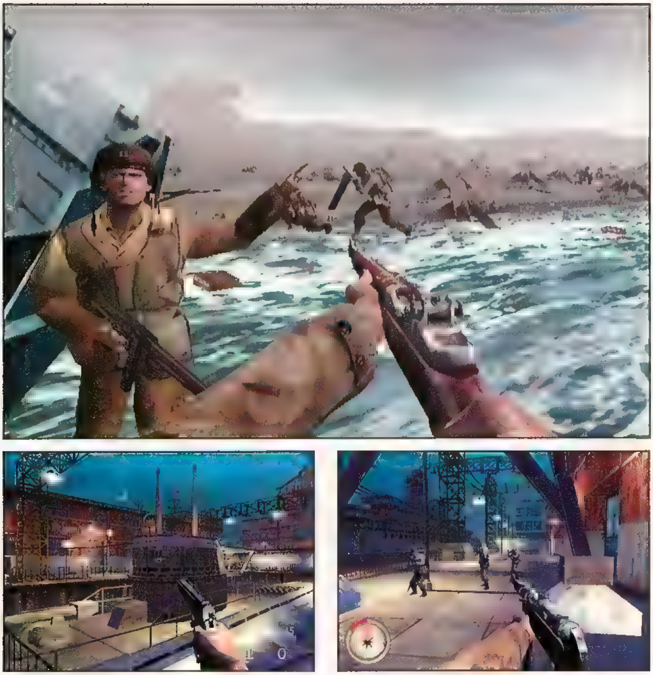
Justice League
Lex Luthor is out to destroy the seven Justice League superheroes in 14 side-scrolling action levels for the GBA. It's on the way from Midway.



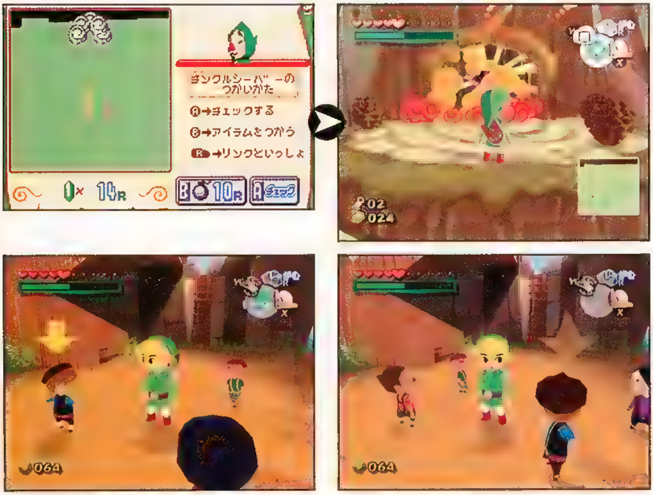
Game & Watch Gallery 4
Boxing, DK3, Rainshower (pictured above) and Fire Attack are some of the classic games to make the journey to GBA. Check out the improved color graphics!

27
SCORPION
QUAN CHI

Mortal Kombat Deadly Alliance
MK returns this fall, landing on GBA with a new move system and some new fighters. Familiar faces will return, as well, such as Scorpion.



Medal of Honor: Frontline
World War II comes to dramatic life in EA's shooter, which takes you behind German lines starting with the invasion of Omaha Beach on D-Day and culminates with a secret mission to destroy an experimental plane.



The Legend of Zelda
The latest news from the development team for The Legend of Zelda is that the upcoming GCN game will have a connectivity feature that allows you to use special items only if you're connected to a GBA. That's enough to make anyone's eyes go wide. As for Link, Toon Rendering allows his eyes to follow the action.

DEVELOPER PROFILE

Free Radical is the development team behind Eidos's TimeSplitters 2, the first-person shooter for Nintendo GameCube that's set to take the world by storm this fall.

Developer: Free Radical
Location: Nottingham, England
Founded: 1999
Respondents: David Doak, Director (design)
Steve Ellis, Director (software)

Game Credits:
GoldenEye 007 (while at Rare)
Perfect Dark (left Rare before completion)
TimeSplitters
TimeSplitters2

GW: In brief, can you describe the steps your company goes through to create a game?

DD&SE: We have a fairly organic approach to creating games. We start with the broad brush strokes of the design and fill in the details as we go on. This often allows programmers and artists to contribute to the design rather than following someone else's rigid plan. With the ever-increasing sizes of teams, this can present problems in maintaining a coherent vision—it's a tricky balance.

GW: What would you predict for the future of gaming?

DD&SE: As I said, teams are continuing to get larger and games are costing more and more to make. I really hope that this doesn't signal the end of the original quirky gamers' game (e.g. Monkey Ball). The games industry is very big business now and the economics and risks involved will tend to make people play safe. Just like Hollywood—inferior products with expensive marketing campaigns can sell more than quality products with poor marketing campaigns—and sequels and licenses will become more common as publishers don't dare to risk money on original concepts. It seemed that the next big thing would be online gaming for some time, but there aren't really any signs yet that it is materialising in a way that makes it accessible for the average consumer—it's always "just around the corner" for the masses. Those concerns aside, people will continue to make great games—every year there's always something to turn heads.

GW: What advice would you give to people who want to make games?

DD&SE: Don't expect developers to be thrilled at your original ideas. Don't expect developers to want to employ you as a designer until you've proven that you can do something else as well. Work on developing relevant skills—either programming or art. Make your own games, even if they are just simple demos—it shows what you can do and will let people know that you are serious in your ambition.

GW: Describe your experience with GCN.

DD&SE: It has lots of good features—it is particularly well balanced in terms of graphics and CPU performance. The development environment is easy to work with—it's clear that developers were actually involved in the design. It's also very exciting for the team members who worked on GoldenEye and Perfect Dark to be working on a Nintendo platform.

GAME WATCH FORECAST

Developer Profile continued . . .

GW: What were the important lessons you learned working on GoldenEye that helped with the creation of TS2?

DD&SE: Split-screen multiplayer is a very, very good thing. Objectives are good—they add a real sense of purpose to the playing experience. Even simple collecting objectives or getting keys to open doors can be very rewarding. The best objectives usually involve interacting with other characters in the game—unfortunately, this makes them the hardest ones to get right! Poor frame rates kill game play. On GoldenEye 007, the frame rate could easily drop below 12 FPS, and through development, we were constantly battling to get it up to acceptable levels. That experience has really coloured our attitude to making games. It amazes me when I see games where the game play has been crippled by overambitious features, which destroy the frame rate.

GW: What is the most significant new game play element that FPS fans should look for in TS2?

DD&SE: TS2 isn't just based around one particular gimmick—we wanted to give players a fully featured, solid game. To do this, we've built on our previous experience throughout the game—getting the characters to look solid and move convincingly in the backgrounds, building a range of good story and deathmatch environments, providing a wide range of configurable options and a massive choice of playable characters and bots, great tunes and audio FX, a fully featured map editor, etc. There's a huge checklist of things to get right in a first-person action game—I think we've delivered!

GW: What are the technical challenges you face when creating such an involved map editor?

DD&SE: Trying to make something that is powerful yet simple and intuitive is almost impossible and a bold ambition. The MapMaker in TS2 is an extension of the original MapMaker in TimeSplitters on the PS2. We wanted to give players the ability not only to make their own maps, but also to be able to add simple single-player objectives to them—set their own challenges and so on. It will be interesting to see what Nintendo gamers think of it. It's been hard work, but we've done it and it's a big achievement. Of course, as always, the act of creating it has thrown up so many new ideas and possibilities for making it better . . . next time!

GW: What sort of historical research did the team perform to create the stages in the past?

DD&SE: The range of environments and characters in TS2 are more based on movie depictions of the past, present and future than on historical facts. When we wanted to set some levels in the past, gangster flicks and westerns were the first things on our list. The Notre Dame level was built and proportioned based on images and information about the real location—obviously, we've taken a few liberties with the portrayal, and we certainly didn't run around the cathedral checking out the opportunities for sniping and gunplay!

NINTENDO GAMECUBE

1080°: WHITE STORM
AQUAMAN: BATTLE FOR ATLANTIS
AREA 51
ARMY MEN: AIR COMBAT "THE ELITE MISSIONS"
ARMY MEN: SARGE'S WAR
BATMAN: DARK TOMORROW
BATTLEBOTS
BLACK & BRUISED
BLOOD OMEN 2
BLOODRAYNE
BURNOUT 2: POINT OF IMPACT
BUTT-UGLY MARTIANS
CASPER: SPIRIT DIMENSIONS
CONFLICT: DESERT STORM
CROUCHING TIGER, HIDDEN DRAGON
CUBIVORE
CUBIX ROBOTS FOR EVERYONE: SCRAMBLE
DARKENED SKYE
DAVE MIRRA FREESTYLE BMX3
DEFENDER
DINOTOPIA
DISNEY'S MICKEY PARTY
DISNEY SPORTS BASKETBALL
DISNEY SPORTS FOOTBALL
DISNEY SPORTS MOTOCROSS
DISNEY SPORTS SKATEBOARDING
DISNEY SPORTS SNOWBOARDING
DISNEY SPORTS SOCCER
DONKEY KONG RACING
DRAGON'S LAIR 3D
DR. MUTO
DUNGEONS AND DRAGONS HEROES
ENCLAVE
E.T. THE EXTRATERRESTRIAL: SEARCH FOR DRAGORU
EVOLUTION SKATEBOARDING
EVOLUTION SNOWBOARDING
EVOLUTION WORLDS
FIREBLADE
FOUR HORSEMEN OF THE APOCALYPSE
FREAKY FLYERS
FROGGER CLASSIC
F-ZERO
GALLEON: ISLANDS OF MYSTERY
GLADIUS
GODZILLA: DESTROY ALL MONSTERS MELEE
GRAVITY GAMES BIKE: STREET. VERT. DIRT.
HARRY POTTER AND THE CHAMBER OF SECRETS
HARVEST MOON: A WONDERFUL LIFE
THE HAUNTED MANSION
HAVEN: CALL OF THE KING
HIDDEN INVASION
HIGH HEAT BASEBALL 2003
THE HOBBIT
HOT WHEELS: VELOCITY X
IMMORTAL WARRIOR
JAMES BOND: NIGHTFIRE
JIMMY NEUTRON: BOY GENIUS
JONNY MOSELEY MAD TRIX
KAMEO: ELEMENTS OF POWER
KELLY SLATER'S PRO SURFER
KNOCKOUT KINGS
THE LEGEND OF ZELDA
LEGENDS OF WRESTLING II
THE LORD OF THE RINGS
MACE GRIFFIN: BOUNTY HUNTER
MARIO GOLF
MARIO PARTY 4
MARIO TENNIS
MARY KATE AND ASHLEY SWEET 16
MASTERS OF THE UNIVERSE: HE-MAN: POWER OF GRAYSKULL
MEDAL OF HONOR FRONTLINE
METROID PRIME
MINORITY REPORT
MISSION: IMPOSSIBLE—OPERATION SURMA
MONOPOLY PARTY
MONSTERS, INC.
MORTAL KOMBAT: DEADLY ALLIANCE
MR. DRILLER
MX SUPERFLY
NASCAR HEAT: ROAD TO THE CHAMPIONSHIP
NASCAR THUNDER 2003
NBA 2K3
NBA BALLERS
NCAA BASKETBALL 2K3
NEED FOR SPEED: HOT PURSUIT 2
NHL 2K3
NHL HITZ 20-03
NICKELODEON PARTY BLAST
OUTLAW GOLF
PHANTASY STAR ONLINE EPISODE I&II
PIRATES OF THE CARIBBEAN
PK DUCK
THE POWERPUFF GIRLS
PROJECT BG&E
RALLY FUSION: RACE OF CHAMPIONS
RAYMAN 3: HOODLUM HAVOC
REIGN OF FIRE
RESIDENT EVIL 2
RESIDENT EVIL 3
RESIDENT EVIL ZERO
RISK
ROBOTECH: BATTLE CRY
ROCKET POWER: BEACH BANDITS
ROCKY
ROLLING
RTX RED ROCK
RUGRATS ROYAL RANSOM
SHAUN MURRAY'S PRO WAKEBOARDER
SHOX
SHREK: EXTRA LARGE
SONIC ADVENTURE (WORKING TITLE)
SONIC: MEGA COLLECTION
SNOOD
SOUL CALIBUR II
SPONGEBOB SQUAREPANTS: REVENGE OF THE FLYING DUTCHMAN
SPYRO: ENTER THE DRAGONFLY
STAR FOX ADVENTURES
STAR WARS: BOUNTY HUNTER
STAR WARS JEDI KNIGHT II: JEDI OUTCAST
STAR WARS: THE CLONE WARS
SUPER BUST-A-MOVE 2
SWINGERZ GOLF
TAZ: WANTED
TIMESPLITTERS 2
TINY TOON: DEFENDERS OF THE UNIVERSE
TOM CLANCY'S SPLINTER CELL
TONY HAWK'S PRO SKATER 4
TOXIC GRIND
TY THE TASMANIAN TIGER
VEXX
WARIO WORLD
WHIRL TOUR
WORMS III
WORMS BLAST
XIII
X-MEN: NEXT DIMENSION
X-MEN: WOLVERINE'S REVENGE
ZAPPER
ZOOCUBE

GAME BOY ADVANCE

A SOUND OF THUNDER
AERIAL ACES
ALTERED BEAST
AN AMERICAN TAIL: FIEVEL'S GOLD RUSH
BACKYARD FOOTBALL
BALDUR'S GATE
BANJO KAZOOIE: GRUNTY'S REVENGE
BUFFY THE VAMPIRE SLAYER
CAR BATTLER JOE
CONTRA ADVANCE
CRAZY CHASE
CRAZY TAXI
CREATURES
CUBIX ROBOTS FOR EVERYONE: SHOWDOWN
CUSTOM ROBO GX
DAVID BECKHAM SOCCER
DEFENDER OF THE CROWN
DIDDY KONG PILOT
DISNEY SPORTS FOOTBALL
DISNEY SPORTS SOCCER
DISNEY'S TREASURE PLANET
DK COCONUT CRACKERS
DOOM II
DUNGEONS & DRAGONS: EYE OF THE BEHOLDER
ECKS VS. SEVER 2
EVOLUTION SKATEBOARDING
FAMILY TENNIS ADVANCE
FAMITSA ADVANCE
FINAL FANTASY TACTICS
FIRE PRO WRESTLING 2
FREEKSTYLE
FROGGER CLASSIC
GALIDOR: DEFENDER OF THE OUTER DIMENSION
GAME & WATCH GALLERY 4
GOLDEN SUN: THE LOST AGE
HAMTARO*
HARRY POTTER AND THE CHAMBER OF SECRETS
HOT WHEELS
JUSTICE LEAGUE
KIRBY GBA
KURURIN PARADISE
LARA CROFT TOMB RAIDER: THE PROPHECY
THE LEGEND OF ZELDA: A LINK TO THE PAST
LEGO ISLAND XTREME STUNTS
LEGO SOCCER MANIA
LITTLE LEAGUE BASEBALL
THE LORD OF THE RINGS, PART 1
THE LORD OF THE RINGS, THE TWO TOWERS
METROID FUSION
MINORITY REPORT
MISSION: IMPOSSIBLE—OPERATION SURMA
MLB SLUGGERS 20-03
MONSTER TRUCK MADNESS 2.0
MORTAL KOMBAT: DEADLY ALLIANCE
MR. DRILLER ACE
THE MUMMY
NEED FOR SPEED
NFL BLITZ 20-03
NHL HITZ 20-02
NICKELODEON PARTY BLAST
ODDWORLD: MUNCH'S ODDYSEE
PAINTBALL
PHANTASY STAR COLLECTION
POWER RANGERS WILD FORCE
RAYMAN 2*
RAYMAN 3
ROAD RASH
ROBOTECH: THE MACROSS SAGA
RUGRATS I GOTTA GO PARTY
SAMURAI JACK
SCOOBY-DOO! THE MOVIE
SEGA SMASH PACK
SHAUN MURRAY'S PRO WAKEBOARDER
SIMCITY 2000
THE SIMPSONS: ROAD RAGE
SMUGGLER'S RUN
SOCCER KID
SONIC ADVANCE 2
SPACE CHANNEL 5
SPY KIDS 2: ISLAND OF LOST DREAMS
SPYRO 2: SEASON OF FLAME
SSX TRICKY
STREET FIGHER 3 ALPHA
SUPER GHOULS 'N GHOSTS
SUPERMAN
SUPER MONKEY BALL
TALES OF PHANTASIA
TALES OF THE WORLD: NARIKIRI DUNGEON 2
TINY TOON ADVENTURES: SCARY DREAMS
TINY TOON ADVENTURES: WACKY STACKERS
ULTIMATE BRAIN GAMES
VIRTUA TENNIS
WALT DISNEY'S THE JUNGLE BOOK
WILD THORNBERRYS: THE MOVIE
WING COMMANDER
WINGS ADVANCE
WOODY WOODPECKER IN CRAZY CASTLE 5
X-BLADEZ: INLINE SKATER
X-MEN: WOLVERINE'S REVENGE
YOSHI'S STORY
YU-GI-OH! DUNGEON DICE MONSTERS ADVANCE
YU-GI-OH! THE ETERNAL DUELIST SOUL
ZAPPER

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST
*GAME BOY COLOR GAMES

KONAMI

Bound by
family blood,
He must return
to the castle.

Tortured by
his dark fate,
He must recover
Dracula's lost relics.

Cursed with
perilous dangers,
He must rid
terror from the land.

And amid the
depths of evil,
Solve the mystery
of a lost friend.

"A GBA Masterpiece."
Pocket Games

Castlevania®
Harmony of Dissonance

GAME BOY ADVANCE
TEEN
T
CONTENT RATED BY
ESRB
Animated Blood
Mild Violence

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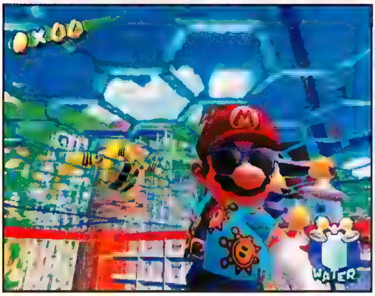
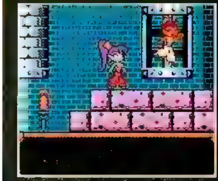
SCREEN TEST

What's going on in the silly screen shot below? We've come up with a caption, but if you think you can do better, send your best lines to poweron@nintendo.com. We'll print the funniest lines in the December issue!



Captain Lou? Is that you?

YOUR SCREEN TEST CAPTIONS



Our line was "I have one thing to say: Sashay, Shantae!" Here are some of your best lines:

Do the Mario! Swing your arms from side to side—come on, it's time to go—do the Mario! —*Bobgob6*

HA, HA! I didn't say Shantae says! —*Manuel B*

That dress is, like, so yesterday. —*Ben*

Ummm . . . Egypt is that way. —*Trolban*

Her sanity level must be dropping . . . —*Wagner1998*

Everybody RUN! The fashion police are coming! —*Trent Gallant*

Hey, Shantae! Do these pants make my legs look fat? —*SideWinder767*

That's the last time I go to the Moulin Rouge! —*Kira*

A dance club in the sewers—now I've seen everything! —*Jesse Henson*

This monkey dance is turning me into a monkey—literally! —*AvadaKedavra22*

Hurry up and unpause the game—holding this pose is breakin' my back! —*Doom Lord*

I can't believe these MC Hammer parachute pants were on sale for two dollars! —*Jason walters*

Wait, I know this one. Darn, I stink at charades. —*Logan Bailey*

As you can see here, another side effect of too much chocolate . . . —*Johnson Nguyen*

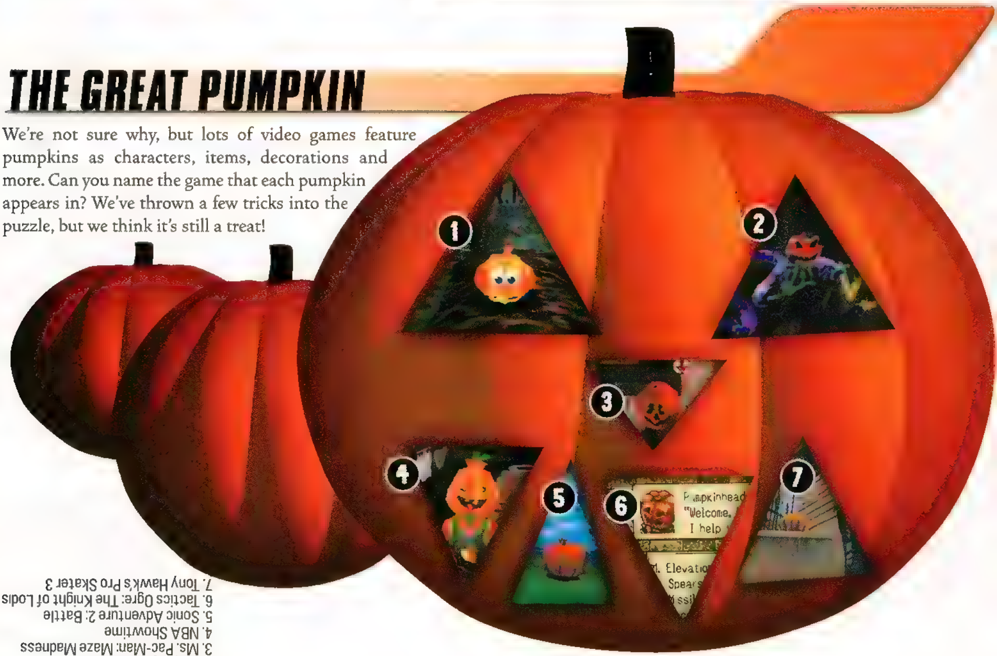
The eight-minute tan at Hollywood Tans DOES work! —*Danielle Dudas*

Dude, I'm still lost—you're pointing both ways. —*Amarah Wagner*

Fine, you can stand there and look cool, but it's funky time! —*Addie88*

THE GREAT PUMPKIN

We're not sure why, but lots of video games feature pumpkins as characters, items, decorations and more. Can you name the game that each pumpkin appears in? We've thrown a few tricks into the puzzle, but we think it's still a treat!



ANSWERS

1. Banjo-Kazooie
2. Clay Fighter 63 1/3
3. Ms. Pac-Man: Maze Madness
4. NBA Showtime
5. Sonic Adventure 2: Battle
6. Tactics Ogre: The Knight of Lodis
7. Tony Hawk's Pro Skater 3

HE'S DISHING OUT A DOUBLE BLAST OF
DEEP FRIED AND DEEP FREEZE.

GAME BOY ADVANCE
SPYRO 2
SEASON OF FLAME

spyrothedragon.com

Spyro's taking his breath to a new degree in Spyro 2: Season of Flame for Game Boy® Advance. With fire, ice and four playable characters: Spyro, Sparx, Agent 9 and Shelia the Kangaroo, this one's going to be an adventure of breathtaking proportions.

"Spyro: Season of Flame" interactive game © 2002 Universal Interactive, Inc. Spyro the Dragon and related characters are TM and © Universal Interactive, Inc. All rights reserved. TM, ® and Game Boy Advance are trademarks of Nintendo.

GAME BOY ADVANCE

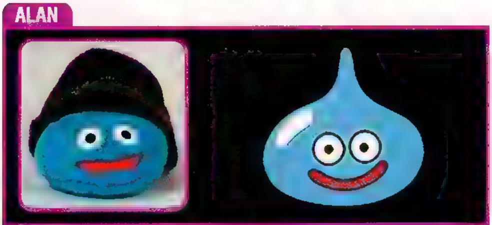
UNIVERSAL INTERACTIVE

EVERYONE
E
CONTENT RATED BY
ESRB

DOUBLE CHATTITUDE

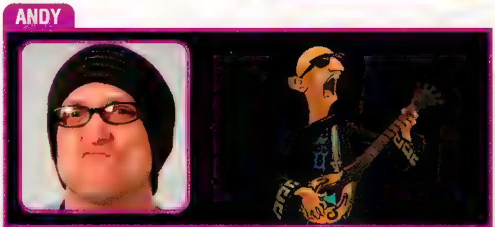
The people have spoken, in more ways than one! You picked the video game characters our chat hosts (pictured in Volume 158) most resemble. If you still haven't joined NP Chat, head over to Nintendo.com and click "Login." You need a valid subscriber number to register for chat.

ALAN



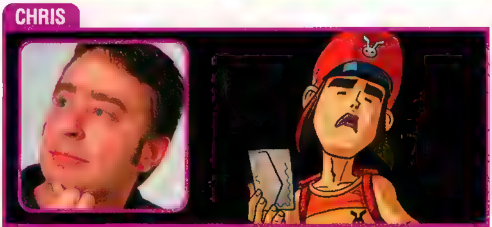
SLIME Dragon Warrior Series

ANDY



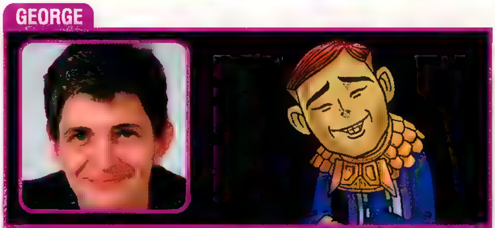
MAN WITH GUITAR The Legend of Zelda: Oracle of Seasons

CHRIS



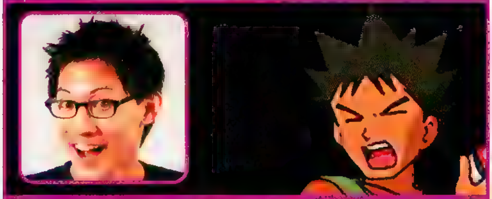
POSTMAN The Legend of Zelda: Oracle of Ages

GEORGE



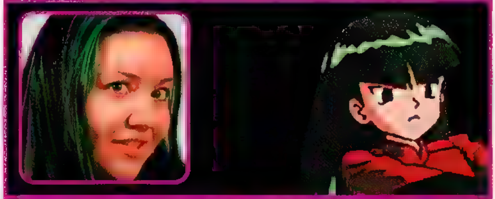
HAPPY MASK SALESMAN The Legend of Zelda: Oracle of Ages

JASON



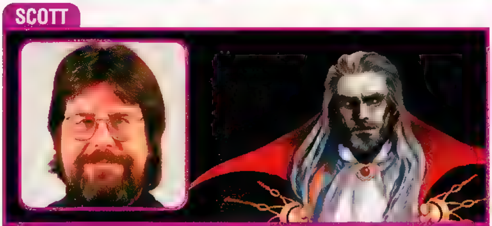
BROCK Pokémon Puzzle League

JENNI



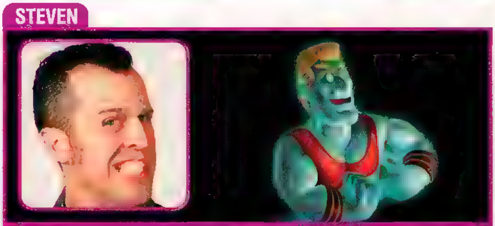
SABRINA Pokémon Puzzle League

SCOTT



DRACULA Castlevania: Circle of the Moon

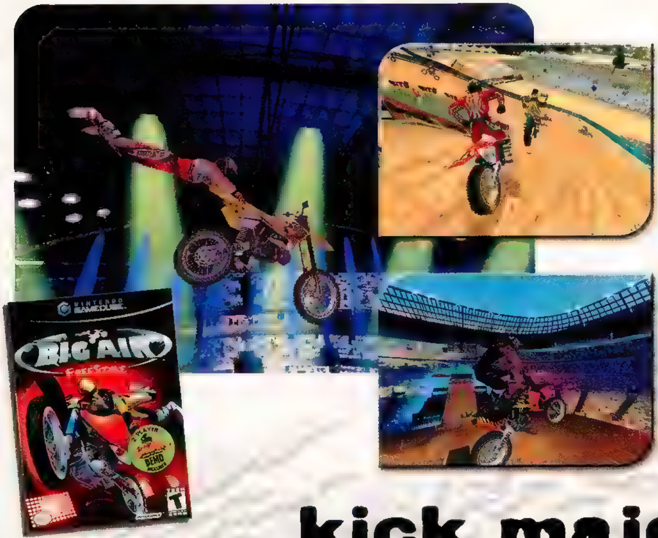
STEVEN



BIFF ATLAS Luigi's Mansion

What video game character do you look like? Send us a picture, and tell us who your digital double is. We'll print the look-alikes in a future Power On.

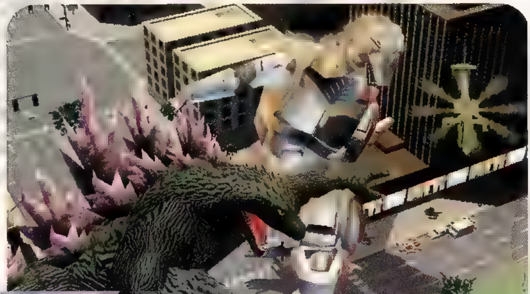
catch major air.


NINTENDO GAMECUBE
BIG AIR
FREESTYLE
2 PLAYER
DEMO INCLUDED
T

Rev the throttle, pop the clutch and go head-to-head with 10 riders in intense Motocross and Supercross competition. Pull off death-defying stunts in indoor fantasy arenas loaded with ramps and "don't try this at home" obstacles. Over-the-top Motocross action, fast tracks, unbelievable graphics — launch your career as a Motocross pro with Big Air Freestyle.

kick major tail.

Legendary Monsters. Epic Battles. Get your first taste of the greatest Godzilla® game ever, exclusively on Big Air Freestyle. Be the first to battle a 33,000-ton raging monster in a fully destructible city. Challenge your friends in hand-to-hand combat or use special moves to dominate from a distance. Own the 2-player demo and become the greatest monster of all time.



2 PLAYER
GODZILLA®
DESTROY ALL MONSTERS MELEE
DEMO
INCLUDED

INFOGRAMES™

TEEN
T
CONTENT RATED BY
ESRB

Mild Lyrics
Mild Violence

MECHAGODZILLA™
MEGALON™
GODZILLA®

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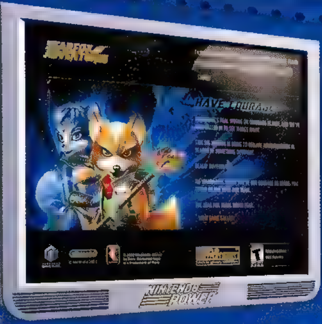
Nintendo ONLINE

Be There for Blockbuster Action

starfoxadventures.com

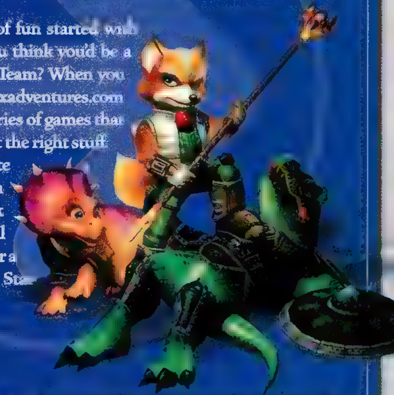


Being a cosmic hero is hard work. Think you're up to it? Test your mettle at the Star Fox Adventures website.

If Star Fox Adventures were a movie, fans of Nintendo's cosmic fox would be lining up around the block waiting for it to open. Of course, the game is like a movie—with its cinematic quality and special effects. Nintendo is developing a cool place for fans to hang out during the game's release—the Star Fox Adventures website.

In September, the first phase of fun started with the launch of the website. Do you think you'd be a worthy member of the Star Fox Team? When you sign up for testing trials at starfoxadventures.com you'll receive special access to a series of games that will determine whether you've got the right stuff.

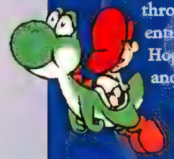
The second phase of the website adventure starts in October, when you can download a DinoSpeak encoder/decoder then e-mail encoded cards to friends. Ready for a new world? Surge ahead to the Star Fox Adventures website!

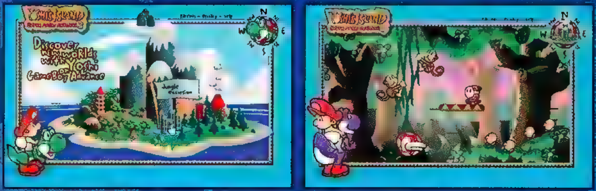


Yoshi's Big Scene!

gameboy.com/yoshi

When Yoshi's Island: Super Mario Advance 3 arrives in late September, Nintendo will gulp it down and spit it back out again in website form—so you can preview the wonderful world of the game. Head to the website and visit the island that stands at the center of the action. You'll be able to turn the island and visit its sections, then interact with creatures you'll find to learn more about them. (A tip: If you get Yoshi to throw eggs at the creatures, entirely different details pop up.) Hop on over to the Yoshi website and see the wacky wildlife!





The mock-ups of the Yoshi's Island website reveal the great things planned for the online getaway—you can explore all of the isle's environments.

Watch Our Websites

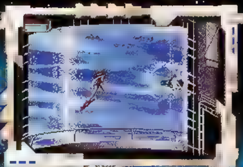
gameboy.com/gameandwatch

So many new Nintendo websites, so little time—and there's one more springing up in the middle of all the activity. As the Animal Crossing and Kirby websites are growing, and the websites noted above are launching, the new website for Game & Watch Gallery 4 will hit the Net in late October. The previous three games in the series were huge hits—see what the latest sequel will resurrect from Nintendo's LCD era by visiting the website.

WANT TO GET A JUMP ON THE LATEST, GREATEST NINTENDO WEBSITES ABOUT TO BREAK ONTO THE INTERNET SCENE? STAY TUNED FOR MORE UPCOMING ONLINE DEVELOPMENTS AND BE AMONG THE FIRST AT THE HEART OF THE ACTION.

JUSTICE LEAGUE™
INJUSTICE FOR ALL

MIDWAY



JUSTICE LEAGUE COMES TO THE GAME BOY® ADVANCE

When global catastrophe strikes and the world is in peril, the call goes out for the Justice League, the greatest super heroes of all time. Fighting for truth, justice and freedom, *Superman, Batman, Wonder Woman, The Flash, Green Lantern, Hawkgirl* and *Martian Manhunter* have banded together to fight for the common good against the *Injustice League* in an all-new action adventure title for the Game Boy® Advance. Featuring 12 levels of non-stop action, gamers will overcome dangerous obstacles, an onslaught of villains and discover power-ups on the path to victory!

GAME PREVIEW AT:
WWW.JUSTICELEAGUE.MIDWAY.COM

GAME BOY ADVANCE

EVERYONE
E
CONTENT RATED BY ESRB

Violence

Justice League: Injustice For All video game © 2002 DC Comics and Midway Home Entertainment Inc. MIDWAY and the MIDWAY LOGO are registered trademarks of Midway Amusement Games, LLC. All rights reserved. Distributed under license by Midway Home Entertainment, Inc. TM, ® and Game Boy Advance are trademarks of Nintendo.

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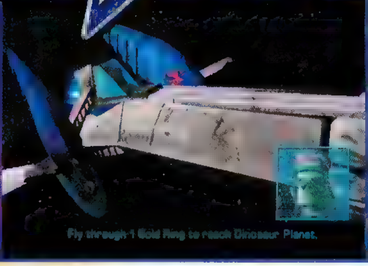
(s02)

STARFOX ADVENTURES

Scales then unleashed an evil into the palace.


Fly through 1 Gold Ring to reach Dinosaur Planet.

Armed with cunning instincts and the fighting spirit he displayed in Super Smash Bros. Melee, Fox McCloud jumps and swings into a sweeping GCN spectacular created by the adventuring auteurs at Rare and Nintendo.

TEEN T CONTENT RATED BY ESRB
Mild Violence
Animated Blood

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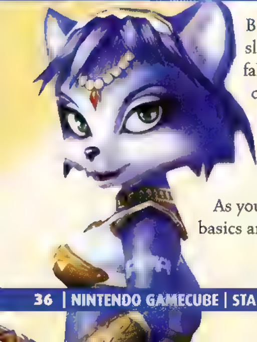
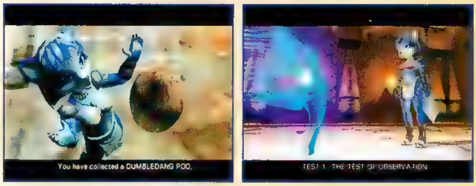
PROLOGUE



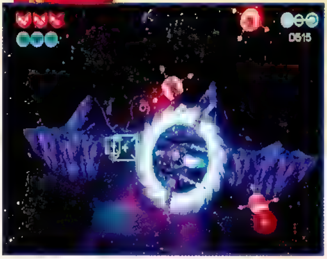
Because of the malicious wrongdoings of slimy General Scales, Dinosaur Planet is falling apart. After answering a distress call from inhabitants of the planet, the young heroine, Krystal, finds herself in the midst of the conflict. She starts the story with an airborne battle, followed by a journey to Krazoa Palace. As you control Krystal, you'll learn game play basics and hone your adventuring chops.


You have collected a DUMBLEDANG POD.
TEST 1 - THE TEST OF OBSERVATION

Guide Krystal through a short adventure in Krazoa Palace to learn about helpful items, tools and the plight of the Krazoa spirits.

FLY TO DINOSAUR PLANET

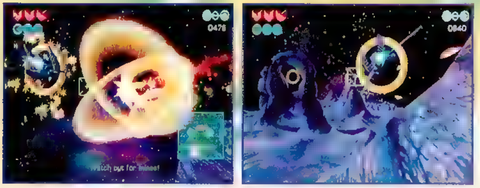
Following Krystal's capture, the focus shifts to Fox McCloud and the crew of the *Great Fox*. General Pepper contacts Fox with a new assignment—fly to Dinosaur Planet and find a way to bring the crumbling rock back together.



Fox McCloud's adventure begins with an Arwing flight through a debris-filled space channel. The flight controls mirror those of Fox's Super NES and N64 space shooters. You can speed up, slow down and spin the Arwing to create a laser-reflecting force field.

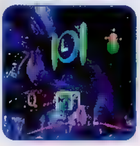
ARWING ACCURACY WINS RINGS

Silver and Gold Rings float through the Arwing's flight path. You must fly through at least one Gold Ring for the power to break through the planet's atmosphere. Capture more Gold Rings to add to your score and soar through Silver Rings for points and energy.



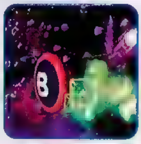
While you have to collect only one Gold Ring to reach Dinosaur Planet, it's good practice to collect as many rings as you can. In future flights, you'll have to collect 3, 5, 7 and 10 rings.

POWER-UPS



LASER UPGRADES

Break floating power-up boxes and collect laser upgrades to add an extra beam to your laser attacks. The added power will help you cut through big rocks and baddies.



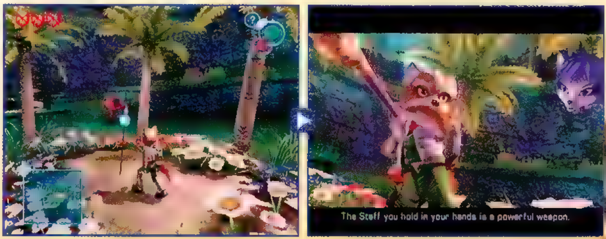
BOMB UPGRADES

Bomb upgrades give you the ultimate obstacle-clearing power. A few seconds after you release a bomb, press B to detonate it and it will damage everything within a large radius.

THORNTAIL HOLLOW

PICK UP POWER

Trained on the principle of firing first and asking questions later, Fox feels underequipped without a blaster in his hands. Your first order of business on Dinosaur Planet is to find Fox a weapon. Search a patch of flowers for Krystal's versatile staff.

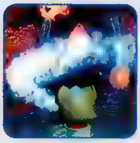


The Staff you hold in your hands is a powerful weapon.

STAFF UPGRADES

FIRE BLASTER

You'll upgrade the staff with the Fire Blaster on your first visit to ThornTail Hollow. Use it to fire damaging blasts and hit out-of-the-way switches.



ICE BLAST

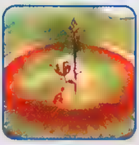
After you advance beyond the scope of this review, you'll find the freezing Ice Blast. Use it to extinguish flames and stop attacking enemies in their tracks.

SHARPCLAW DISGUISE

Slippy's SharpClaw Disguise staff upgrade makes Fox take the shape of a lizardlike guard. You can use it to slip past enemies and to pick up certain SharpClaw items.

ROCKET BOOST

The Rocket Boost upgrade gives your staff the power to launch you straight up to high perches from Rocket Boost Pads. You'll find it in ThornTail Hollow's well.



GROUND QUAKE

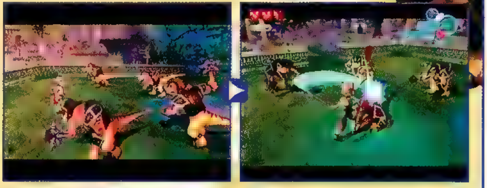
You'll earn two Ground Quake staff upgrades over the course of your journey. You can use them to shake the ground and stun powerful foes.

PORTAL DEVICE

Square doors that are marked with conspicuous holes in their centers block portals. Once you have the Portal Device, you will be able to clear them away.

1 SHARPCLAW CONFLICT

With your staff in hand, head for ThornTail Hollow's walled-off courtyard. As you approach the area, four SharpClaw soldiers will emerge from an underground chamber. Hit them hard with a series of fierce staff-twirling attacks.



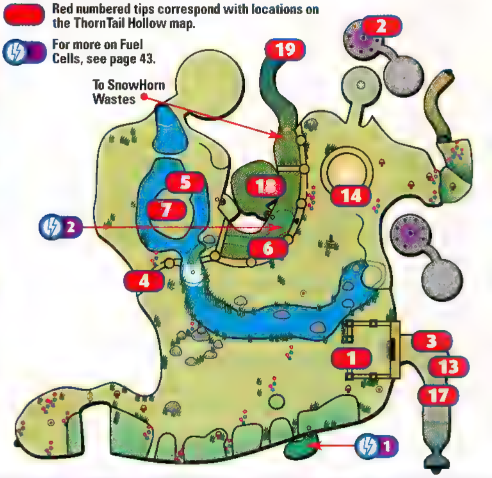
FOLLOW THE MAP

Maps in this article are marked with numbered callouts that are color-coded for each area.

THORNTAIL HOLLOW MAP

Red numbered tips correspond with locations on the ThornTail Hollow map.

For more on Fuel Cells, see page 43.



FOX FINESSE NP

Fox McCloud is a natural fighter. You'll be able to guide him to victory in many battles where he is sorely outnumbered. The keys to clearing away attackers are timing and Controller combinations. You can use the Control Stick in concert with the A Button to pull off several different winning moves.

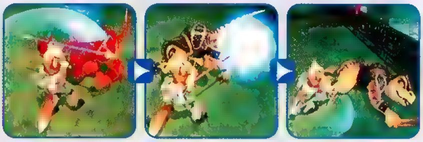
ENGAGING ENEMIES

In battle situations, you will engage with the closest enemy automatically. Other enemies will wait their turn. If you want to break away from battle, press the B Button.

MAKE YOUR MOVES

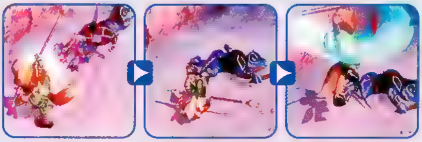
As you press the A Button repeatedly to attack engaged enemies, you can pull off combination moves by pressing Up, Down, Left and Right on the Control Pad. If an enemy is still standing after you've executed a combo, phase into another one.

TWIRLING TERROR



When you hold Down on the Control Pad while you pound out an A Button attack, you'll twirl the staff, then charge it up for a big hit. Once the enemy is down, press X to roll to its side, then press A again for a sweeping kick.

KICKING COMBO



If you press A repeatedly without touching the Control Stick, you'll pull off a series of swipes and kicks. After your target falls, press X to roll into the enemy, then hit A repeatedly again for two chopping attacks.

STAFF UPGRADE ATTACKS

You can use most staff upgrades in battle to deal extra damage to your enemies. Assign an upgrade to the Y Button, then go into battle. The Ice Blast freezes enemies. The Ground Quake knocks them down.

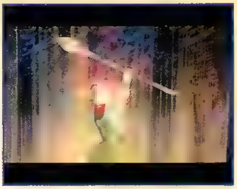
EVASIVE MANEUVERS

With a tap of the X Button, you can roll out of the way to avoid enemy attacks. Watch the enemies closely and get ready to roll when they reel back for a big hit.

You can defend yourself against big enemy swings by blocking with the staff. Press and hold the R Button to take a defensive position.

2 HAVE A BLASTER

Your victory over the SharpClaws will trigger the appearance of a switch over the courtyard's closed door and open a cave. Enter the cave and drop into a deep hole. At the bottom, you'll find your first staff upgrade—the Fire Blaster. Assign your new power to the Y Button and use it to fire damaging bursts of energy.



PRECIOUS POWER

You'll earn magic gems after some victories and you'll find them in trees, too. Use them to add energy to your staff's upgraded abilities.

3 TALK TO THE EARTHWALKER

The Fire Blaster will help you open many doors, including the cave exit and the closed door in the courtyard. After you open the door, follow the passage into an underground chamber and talk to the Queen Earth-Walker. She will give you a new quest.

General Scales's SharpClaws have descended upon Dinosaur Planet and captured the queen's son, Prince Tricky. The queen needs you to venture to Ice Mountain and save the prince from his captors.

4 A MOVING CLUE

During your conversation with the queen, she calls out to one of the ThornTails, located on the west side of the hollow. The large dinosaur responds by moving a few steps and revealing soft dirt and a crack on a rock wall. You'll be able to use the soil to cultivate a tool that will get you to the other side of the wall.

EXPLOSIVE BOTANY

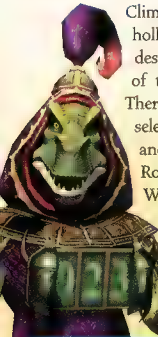
When you hit Bomb Spore Plants with Fire Blaster shots, they will explode. Blast the plant on the bank of the river to produce flying Bomb Spores. Collect the seeds and put them in planting patches to create new Bomb Spore Plants. Then use the explosive power of the plants to break through weak walls in the immediate vicinity.

5 TALK TO THE ROCK

Nobody ever brings me gifts anymore!

The WarpStone can send you to Ice Mountain. After you blast your way into his garden, talk to the large stone creature. He won't immediately offer to warp you to your destination, but he will tell you that he would like a gift. WarpStones like Rock Candy.

6 EXPLORE THE STORE



Climb into the cave on the hollow's north wall and descend into the depths of the ThornTail Store. There, you'll find a large selection of maps, food and tools, including the Rock Candy that the WarpStone craves. You'll also discover a Scarab-scattering minigame.

The store's owner, Shabunga, is ThornTail Hollow's shadiest character. You may get the feeling that he has acquired some of his items through questionable means. If you think his prices are a little steep, try to talk him down.

TURN ROCKS FOR TREASURE

Scarabs are Dinosaur Planet's currency. You'll find them under rocks and in baskets. After you expose them to light, chase them down and collect them. You'll need a bag to hold more than 10 Scarabs at once.

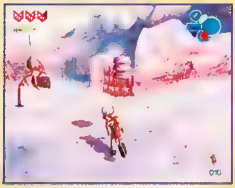
7 STONE COLD MOVE

Give Rock Candy to the WarpStone and tell him to warp you to Ice Mountain. He'll reluctantly comply. The WarpStone can also warp you to Krazoa Palace and let you enter the Game Well Maze. You'll go to both destinations later, when you have the right items.

ICE MOUNTAIN

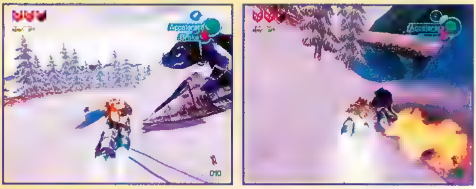
SHARPCLAW BREAKTHROUGH

You'll arrive on Ice Mountain just in time to see SharpClaws taking Tricky into a prison cell. Use a Fuel Barrel to break though a crate barrier and take on two of the guards. When they're gone, a switch will appear above Tricky's cell. Hit it with a shot from your Fire Blaster.



HIT THE SLOPES

After you surprise Tricky's guards, the young EarthWalker will slip out of his cell and attempt to escape. When the guards give chase on Jet Bikes, you'll hop onto a bike and try to beat them to the young dinosaur.



Press A to accelerate and head down the mountain. You can knock the SharpClaws off their bikes with several sharp hits, but it's better to pass them. Cut corners and watch out for rocks and mines.

SNOWHORN WASTES

TALK TO TRICKY

While he may show a tough exterior, Tricky is a friendly and helpful EarthWalker who knows his way around Dinosaur Planet. You can use his rooting and digging skills to make your way across SnowHorn Wastes and back to ThornTail Hollow.

That's right. It was your mother that sent me to find you.

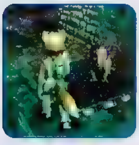
TRICKY TEAMWORK

CLUES

Using floating symbols and punctuation marks, Tricky will tell you when he is hungry and when enemies are nearby. He'll also alert you to secrets, such as tunnels and buried items.

FIND

Tricky has a nose for secrets. Use his Find command to have him dig in your immediate area. He'll discover a variety of useful items and hidden passages.



STAY

At times, you'll need Tricky to stay in one place, often to apply pressure to a door-opening ground plate. If you tell him to stay, he will honor your request.

FLAME

After you land near DarkIce Mines, a SnowHorn will encourage Tricky to learn the Flame command. You'll use it to melt ice barriers and light fires.

HEEL

After you explore the SnowHorn Wastes for a while, Tricky will alert you to his Heel command. Use it whenever you need Tricky to come to your side.

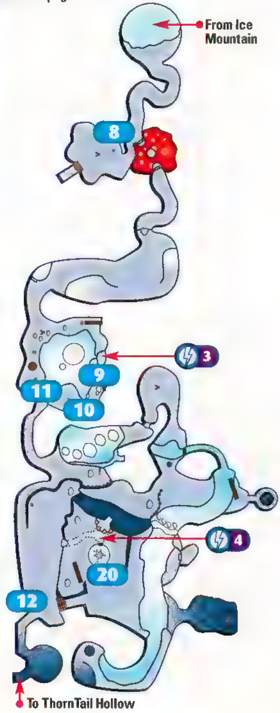
PLAY

Your young charge likes to play. Buy a ball at the ThornTail Store and let Tricky use it. After he plays with the ball several times, he'll undergo a slight transformation.

SNOWHORN WASTES MAP

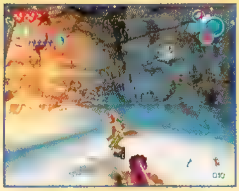
🟦 Blue tips refer to the SnowHorn Wastes map.

⚡ For more on Fuel Cells, see page 43.



8 GIVE UP THE GRUB

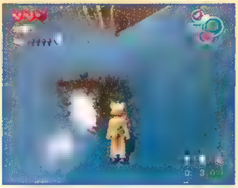
Tricky craves Blue GrubTubs. He'll help you on your journey if you feed him the mushroomlike creatures. Grab a handful of GrubTubs, then feed them to Tricky and have him dig up secrets that will help you advance to the next area.



The first time Tricky helps you, you'll have him dig up a pressure plate. Tell him to stand on it while you run to an open gate.

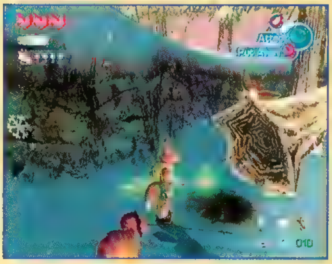
HOPPING HARVEST

GrubTubs hop out of the way if you get close. Wait for them to fall asleep, or stun them with Fire Blaster shots, then pick them up.



After you clear a large lava pool, Tricky will find a place to tunnel through to the next section of SnowHorn Wastes.

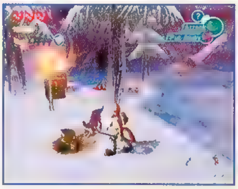
9 FALL FOR AN UPGRADE

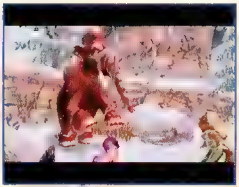


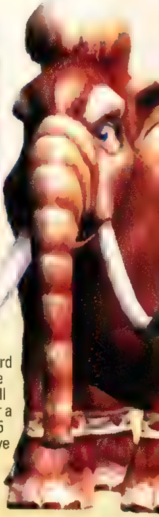
Tricky will discover a secret near a soft patch of ground, at the base of a fallen tree. Have him dig there to reveal the entrance to a cave. Drop into the cave, then upgrade the magic capacity of your staff.

10 A MAMMOTH APPETITE

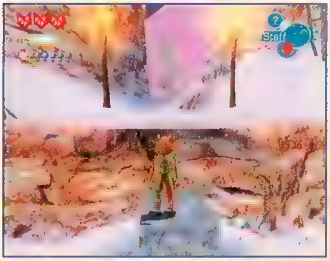
While EarthWalkers eat GrubTubs, SnowHorns like Alpine Roots. You'll find two roots buried near the borders of the rock-ringed SnowHorn Wastes area. Feed both roots to the massive mammoth. He'll show his gratitude by giving you a Small Scarab Bag, which holds up to 50 Scarabs, and by shutting off an ice block-carrying geyser.





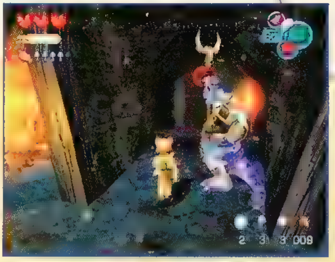


11 ICE BLOCK BOOST



After the SnowHorn shuts off the geyser, a large ice block will drop to the ground. You can slide the block on the area's icy surface, then climb up onto it to reach two ledges. Use it for a boost to the next section.

12 PAY OFF THE CLAW



When you explore the sloping section of SnowHorn Wastes, you'll discover a SharpClaw guard at the entrance to a tunnel. He'll let you pass for a price. Gather 25 Scarabs and give them to the BribeClaw.

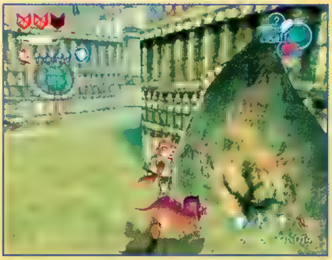
RETURN TO THORNTAIL HOLLOW

13 THE QUEEN'S CONDITION

On your return to ThornTail Hollow, you'll discover that the queen has fallen ill. She needs White GrubTubs, which you can find in the dark. Buy a FireFly Lantern from the store before you go to gather them.

She is gonna be OK...isn't she, Fox?

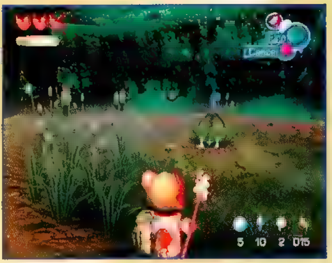
14 DIG INTO THE WELL



The large, round structure across the river from the queen's quarters is an ancient well. Use Tricky to tunnel into the well, then leave Tricky behind as you descend into the darkness in search of GrubTubs.

15 ROCKET DROP

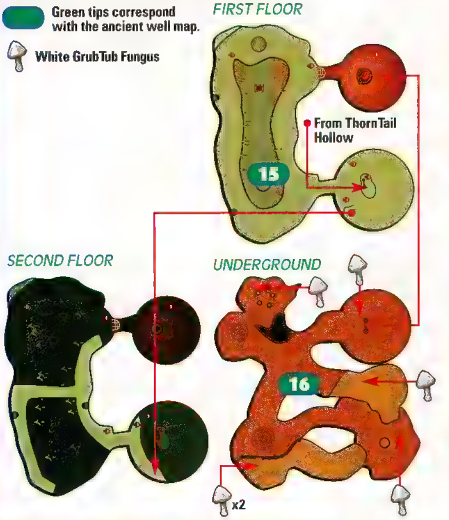
Plant a Bomb Spore in a planting patch, then blast it to reveal the entrance to a cave. Drop down into the cave and upgrade your staff with the Rocket Boost power. Use the boost to reach a high ledge near the bottom of the well.

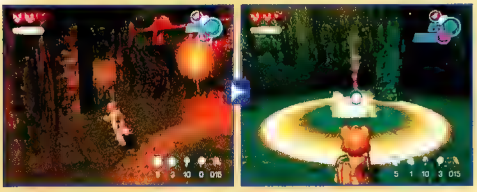


16 INTO THE DARKNESS

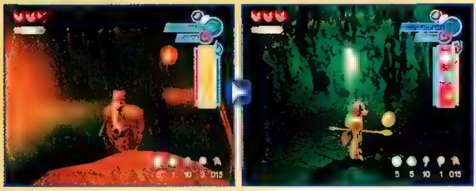
After you break apart a natural bridge, you can use a piece of the bridge to apply pressure to a plate and open a gate. Enter the open cave and talk to a ThornTail. He'll move to reveal a planting patch if he sees that you have a FireFly Lantern. Blast a patch of land and drop into the hole.

THORNTAIL HOLLOW WELL MAP





After you drop down into the deep section of the well, you'll find the first White GrubTub. Follow the path to the left to find some FireFlies, then descend on a dark path and shorten a pillar with a Bomb Spore blast.



Boost up to a ledge and hop across the shortened pillar for more GrubTubs. Blast into a dark cave and collect another one of the squirrelly mushrooms.

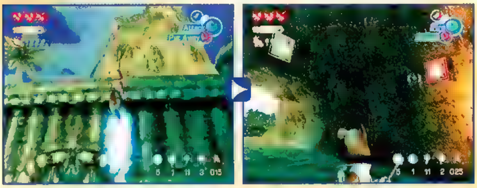
17 GRUBTUB HEALING

Thank you, Fox.

There are a total of six White GrubTubs in the ancient well—just the right number to save the queen. Once the queen has consumed the GrubTubs, she'll give you a key and ask you to save the GateKeeper in SnowHorn Wastes.

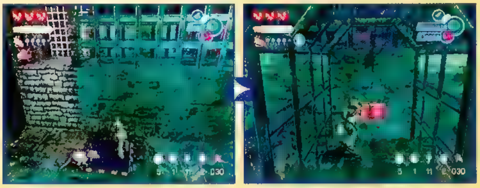
18 BLAST OFF FOR MORE POWER

You'll find a Rocket Boost Pad near the store entrance. Boost up to a high ledge, then blast through a weak wall to a cave with four switches. Hit the switches to reveal the entrance to a staff upgrade chamber that leads to more magic-holding capacity.



19 WASTES RETURN

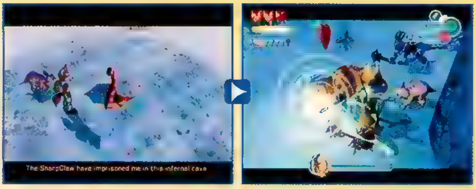
Strong currents will stop you on your return to the SnowHorn Wastes. Have Tricky stay on a pressure plate while you climb up to a switch and redirect the water flow. On your way around the area, look for a place to boost up and collect Fuel Cells.



RETURN TO SNOWHORN WASTES

20 COME TO THE AID OF GARUNDA TE

The SharpClaw Prison Key will give you access to an area near the SnowHorn Wastes river. When you explore the area, you'll find Gate-Keeper Garunda Te under ice. He needs Frost Weeds. Hit a nearby tree to release the weeds and tell Tricky to feed them to the mammoth.

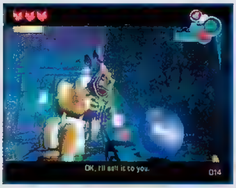


SharpClaws will attack as you begin to search for Frost Weeds. Fight off the enemies and hit the tree that is located down the hill to free up the weeds. Instruct Tricky to find the weeds as they roll away. He'll take them to the GateKeeper.

FLY TO DARK ICE MINES

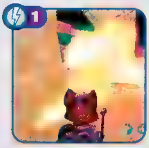
FUEL UP FOR LAUNCH

Your next destination is DarkIce Mines. The Arwing will need fire Fuel Cells to get there. If you don't have enough Fuel Cells, use the PDA's Fuel Cell Compass to find the closest cell.

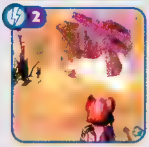


If you're at a loss for Fuel Cell locations, you can purchase Fuel Cells at the ThornTail Store. Shabunga is never at a loss for items to sell.

BLAST FOR CELLS

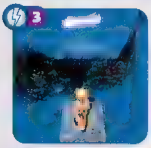


As you hop from cliff to cliff against the hollow's south wall, you'll find a place to blast into a Fuel Cell-holding cave.

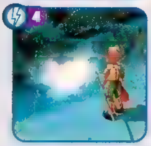


Cultivate and blast a Bomb Spore Plant at the base of the waterfall to break into a tunnel that holds Fuel Cells and other helpful items.

SNOWHORN SECRETS



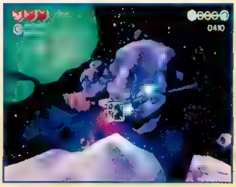
Use the ice block in the rock-wall-ringed area to boost up to a ledge that holds cells.



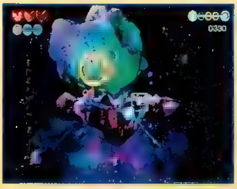
Tell Tricky to dig into the outside wall of the SharpClaw Prison. You'll find a cave containing two Fuel Cells.

FEARLESS FLIGHT

You'll face a full field of space debris on your flight to DarkIce Mines, and you'll have to fly through at least three of the ten Gold Rings to enter the area's atmosphere. Be sure to collect Silver Rings, as well. They will replenish your energy.



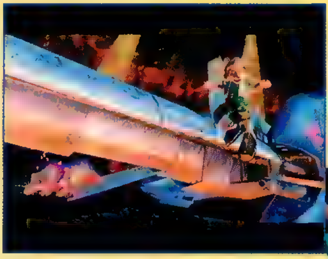
The asteroids are big and oddly shaped. Use the spin move to turn sharply if they get too close, and adjust your speed with the X and Y Buttons.



Gold Rings can be hard to collect. Some of them move back and forth or up and down. Others are blocked by objects that you must clear with laser fire.

THE ADVENTURES CONTINUE

We've uncovered only the tip of a very big iceberg. In our follow-up review next issue, we'll cover the battle to recover the first of four SpellStones and the mystery of the Krazoa Spirits. Fight on, Fox—the fate of Dinosaur Planet hinges on your heroics. 🍄



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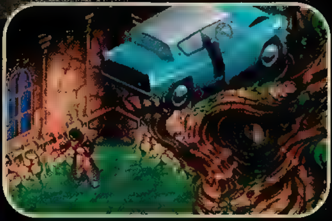

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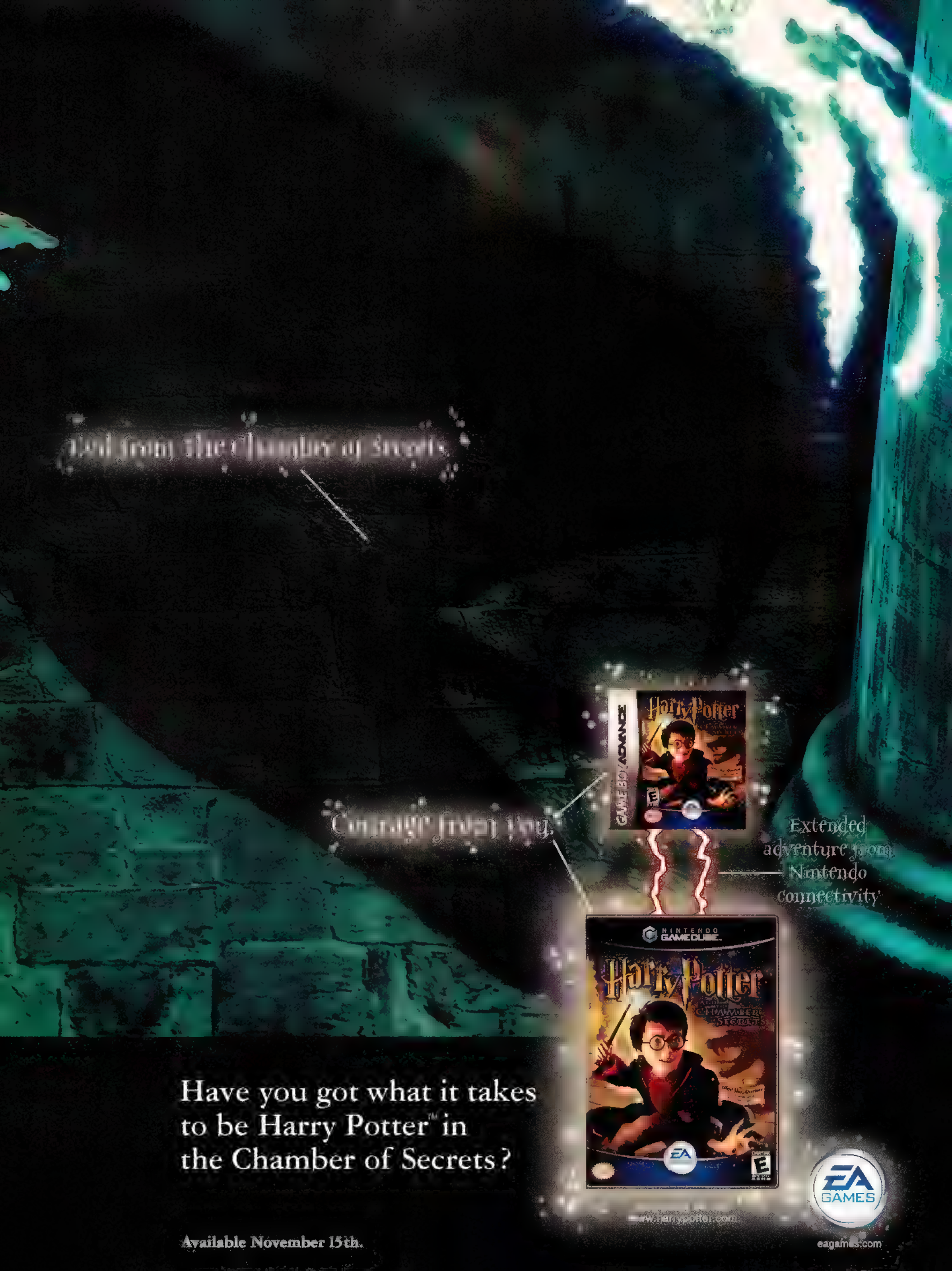
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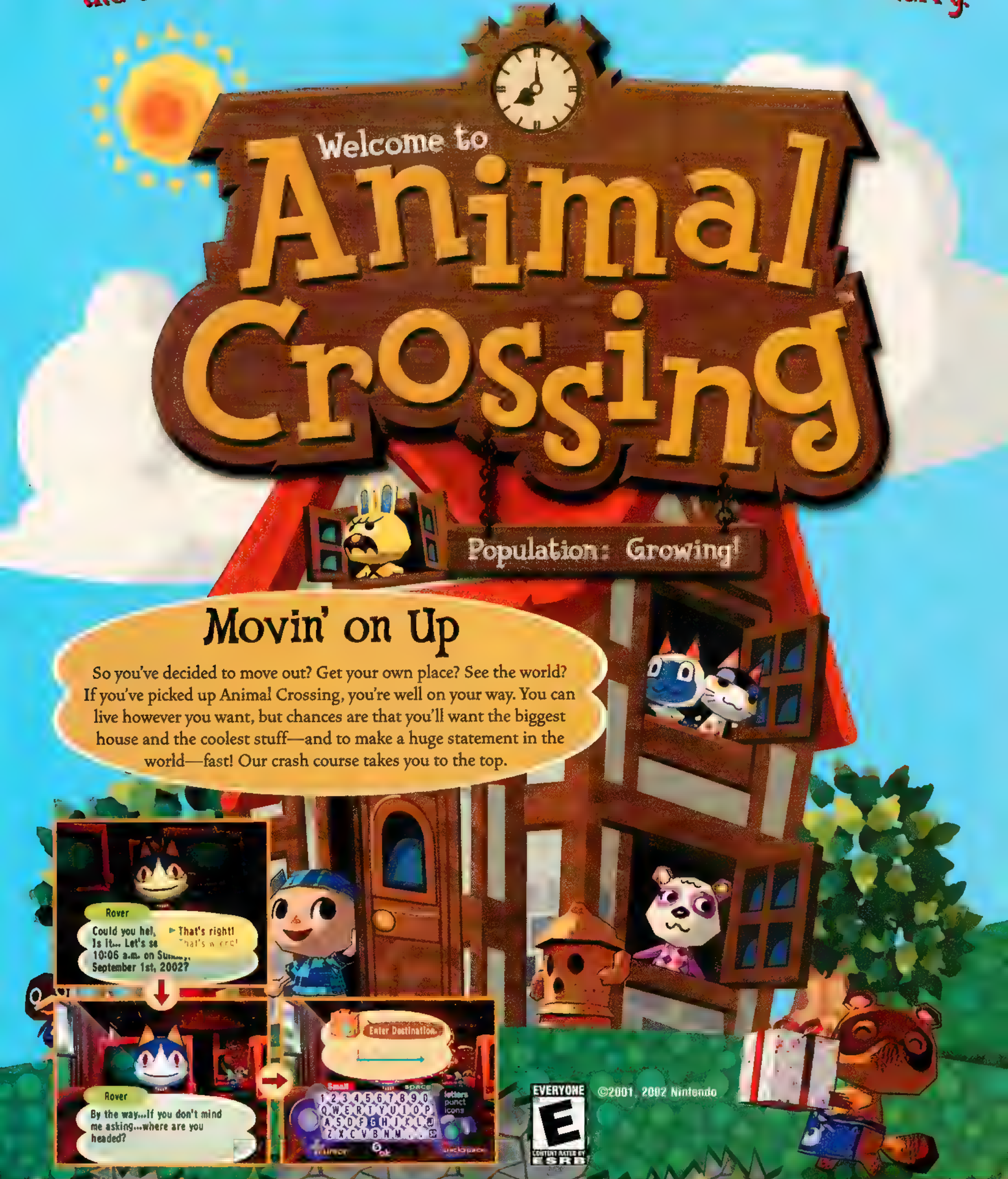
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Population: Growing!

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Rover
Could you hel, Is it... Let's se 10:06 a.m. on Sun, September 1st, 2002?
▶ That's right!
That's wrong!

Rover
By the way...if you don't mind me asking...where are you headed?

Enter Destination.

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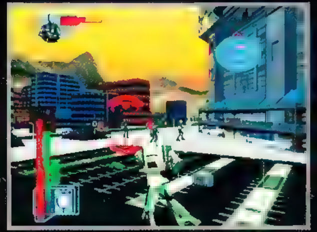
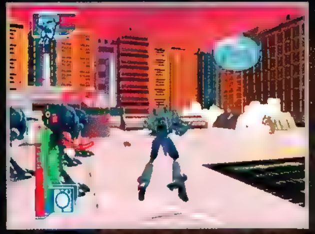
Battloid: Gunslinger Mode

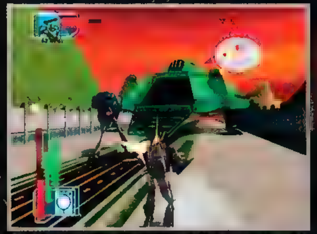
The story of Robotech: BattleCry takes place largely on and around Earth during the first saga (the first 35 episodes) of the Robotech series. Early game missions move through two-thirds of the season at hyperspeed, dropping you off back on Earth after the events of Episode 28, when the first wave of Zentraedi has made peace with humans and is working with them to rebuild a decimated Earth.

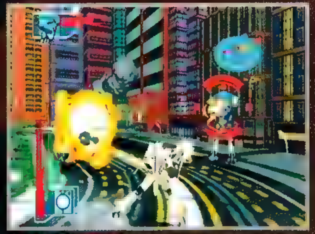
Some Zentraedi soon revert to their violent ways, however, and decide to crush the puny humans—an easy task, since they're giant enough to leer into third-story windows. Fortunately, when you transform your Veritech into Battloid form, which stands at over 40 feet tall, you'll enter combat on an even playing field. When the Zentraedi climb into their missile-equipped Battlepods, even your Battloid is dwarfed.

In missions that take place in metropolitan areas and in wasteland ruins, you'll want to transform your Veritech into its Battloid form to take advantage of its close-combat dexterity. One fine way to eradicate a Battlepod battalion coming around the corner is to strafe it with your Gatling cannon. And when the Zentraedi are out of their vehicles, you can activate the Battloid's special weapon, its precision sight, to target the ambling scum. Though your Battloid can hover, if it's flying that you need, your Veritech's other two modes are far better choices.


One mission makes you the lone savior of townspeople taking cover in a civic center.


Whether enemy firepower or yours, buildings will fall from collateral damage.

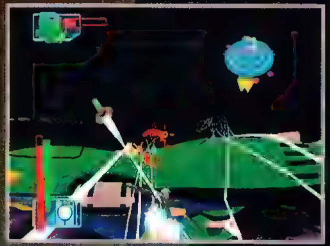

As the game progresses, you'll stomp through situations that grow increasingly more dire.

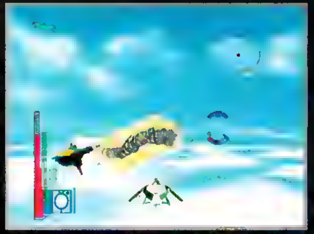

Just like in the TV series—every mission has high stakes and massive showdowns.

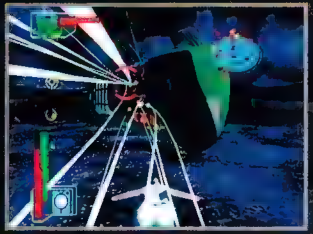
Fighter: Flyboy Mode

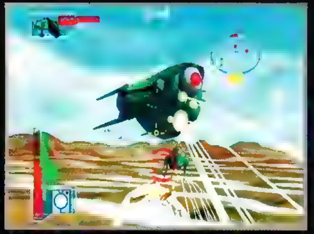
The Robotech series boasted spacefights with dozens, hundreds and sometimes even thousands of space vehicles duking it out. The action was filled with countless homing missiles, laser cannons, particle beams and torpedoes—which added up to an outrageous amount of pyrotechnics and special effects. And it also resulted in the carnage that the series was so famous for.

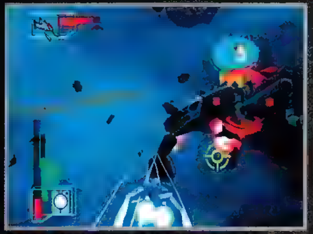
Robotech: BattleCry nails such free-for-all space combat. When you transform your Veritech in Fighter Mode, you'll be in a better position to take on the countless Zentraedi space fighters, which often buzz around a main orbiting Carrier or Destroyer—massive ships equipped with firepower that can wear down a Veritech in seconds. In Fighter Mode, you have serious speed and even more serious weapons—both homing missiles and decoys, which you can release to attract the enemy's own homing missiles.




The first mission places you in the first TV episode, where you'll fight off invaders.

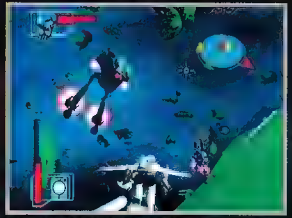

Another early mission sends you into Episode 19, where you'll defend Toronto from ruin.


One flight mission demands that you wipe out a sky that's full of Zentraedi transport ships.


Space missions recall the look, sound and absolute combat chaos of the TV series.

Guardian: The Best of Both Modes

The best combat form for missions held in wide-open areas—like leveled cities and open wastelands—is often the Guardian Mode, which combines the Battloid's close-combat firepower with the Fighter's missiles and greater speed. It also has a hook arm you can use to nab objects. Picking the right mode for each mission isn't a black-and-white decision, however, because every mission demands swift adaptation to ever-changing conditions.


Guardian Mode is ideal when you want to hop onto an orbiting Zentraedi Carrier and release a volley of homing missiles at passing ships.

Massive Gear, Almost Here

When Robotech: BattleCry enters Earth's atmosphere in the fall, Robotech fans will finally be able to climb into a Veritech, use its morphing abilities in combat and cut the giant Zentraedi down to size. Gamers who are new to Robotech will experience an innovative sci-fi game and plunge into the rich Robotech universe—an awesome one-two punch. Game play will likely be strong and varied, with a multiplayer mode and lots of unlockable techno-rewards, such as the many Veritech models. Some models are so bulked up that they can be used only in space missions. So prepare to suit up, whether you're a superfan or a new recruit, because Robotech: BattleCry will soon blaze into action on the Nintendo GameCube! 🍄

A Robotech Superfan Speaks

For all the Robotech aficionados out there, we wanted to get a superfan's perspective on the upcoming game. Superfans have carried a torch for the series for 17 years, after all, so they've earned a forum. We chatted with TDK Mediactive's Carlos Rodriguez, producer of Robotech: BattleCry, to get the full lowdown on a title that's so anticipated by its fans.

NP: How much did the Robotech superfan community impact the game's development?

CR: Throughout the entire development cycle, we were listening to the fans. We regularly monitored the message boards and even wrote on them on occasion. The opinions and concerns of the fans were with us at all times. We couldn't let them down. After all, we're huge fans too. The TDK team and the developers at Vicious Cycle are all huge fans, and we have done our best to keep the game true to the series.

NP: Assuming that the show's fans know the basics, what's the game's plot?

CR: The game explains the story right at the beginning, so even if you aren't a superfan, you'll have all the background. That said, players will take on the role of Jack Archer, a Veritech pilot and member of the Robotech Defense Force. Initially, you'll fight side by side with characters from the original series, like Roy Fokker, until you're injured and left behind on Earth. Once nursed back to health, Jack is assigned to a base in Alaska, where he takes on new Zentraedi threats. The story takes you to missions in Macross City, through canyons, into sky battles and even to the rings of Saturn!

NP: How many Veritech types are included?

CR: The game includes five models. In addition to the VF-1A, VF-1D, VF-1J and VF-1S from the series, Harmony Gold [Robotech's developer] has created a new Veritech for the game—the YF-1R. This new fighter was designed for Jack Archer and includes a gun pod and a plethora of missiles.

NP: You've pulled together lots of the original voice talent for the game. Who's returning?

CR: We're excited to have seven of the original TV show voice actors for Robotech: BattleCry. Many of them pull double duty for the game, voicing characters that we all know and love as well as taking on new ones. Cam Clarke, who voiced Max Sterling in the series, is the voice of our main character, Jack Archer. Tony Oliver is back as everybody's favorite Veritech pilot, Rick Hunter—and voices the new character of Hiro Ishi as well. Rebecca Forstadt [Reba West] is back to voice Lynn Minmei, as well as a new character, Izzy Randal, in the game. Melanie MacQueen reprises her role as Lisa Hayes and takes on a new character, Kiyora, too. Dan Woren voices Roy Fokker and Zeraal, while Melora Harte voices Helena Chase and Steven Kramer voices Skarrde.

NP: The original series had a distinctive theme song and lots of other signature music. What kind of sound track will be in the game?

CR: The sound track has been inspired by the original music from the TV series. We have remixed and rerecorded all the great themes from the show. Fans will notice the original title theme right from the start and also the dramatic, tense music from the many action sequences. In fact, fans can get their hands on a CD of the game's sound track, which will be included in the special collector's edition release of Robotech: BattleCry.

NP: What sound effects are you most proud that you've been able to put into the game?

CR: I'm especially pleased with the way that the Zentraedi modulated voices turned out.

NP: Robotech was one of the first series to introduce a specific anime style to the U.S. How does the game recreate the look?

CR: We've captured the great look of the series by using the cel-shading technique, which gives the entire game an animated look and feel. The great action sequences and epic battles in the game are true to the original anime style—including the erratic missile trails and even signature circular explosions.

NP: What will the multiplayer mode be like?

CR: The game includes a two-player head-to-head versus mode. Each player can select from a number of Veritechs and even a female Zentraedi's powered armor to duke it out across eight unlockable battlefields.

NP: Is there any possibility for future Nintendo GameCube and Game Boy Advance Robotech games?

CR: Aside from our fall release of Robotech: Macross Saga, a Game Boy Advance title which features 2-D side-scrolling and isometric levels, anything's possible. We realize that the Macross Saga is only one small part of the Robotech universe. Stay tuned for more details.

ROBOTECH® BATTLECRY™

NINTENDO POWER®

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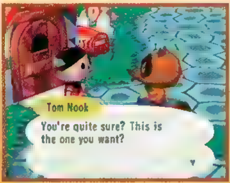
A Lease on Life

If you've followed our three-part preview coverage in recent issues, you already have an inkling about how many things there are to do in the world of Animal Crossing—and how many years you'll need to play the real-time game fully. At the beginning of the game, you'll need to take care of a few basics before you enjoy your newfound freedom to roam at will.

Choose a House

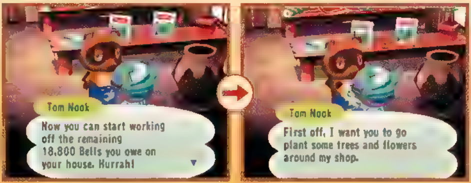


Tom Nook

You're quite sure? This is the one you want?

After you name your character and your town, you'll need to select one of four vacant houses in which to live. Though it's dinky at first, you can eventually build your house into the poshest pad in your town.

Run Errands for Tom Nook



Tom Nook

Now you can start working off the remaining 18,800 Bells you owe on your house. Hurrah!

Tom Nook

First off, I want you to go plant some trees and flowers around my shop.

You'll buy your house from Tom Nook, a savvy raccoon who runs the local store. Once he learns that you have little cash, he'll give you the house on credit, then ask you to run a handful of errands for him—to pay off a little of your loan up front. (Need to save your game? You'll have to complete a few duties first.)

Live It Up!

I'm finally done working!

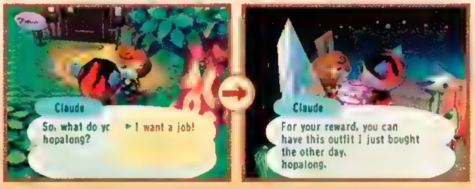
I'm free! I'm free!♪

After Tom releases you from duty, you'll still owe plenty on your loan. There are nearly five bazillion things to do—but if getting a bigger home is your goal, you'll need to earn cash and pay Tom.

Gifts All Around

One way to achieve the house of your dreams is to reap the rewards of being everyone's friend. If you're really nice to your animal neighbors, they'll be more likely to give you cool stuff, both things that are common (like stationery) and rare (like furniture). If an item isn't something that you want in your stylish home, you can sell it to Tom Nook for beaucoup Bells.

Wild Goose Chases Pay Off



Claude

So, what do y hopalong?

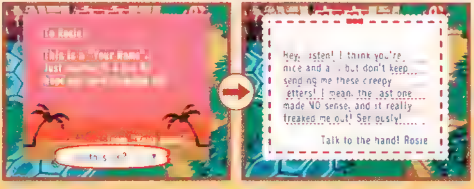
▸ I want a job!

Claude

For your reward, you can have this outfit I just bought the other day, hopalong.

Ask neighbors if you can fetch items from—or deliver things to—other animals. Sometimes animals have lent items to other neighbors. In some cases, an animal will have lent it to a third animal—and so on. Don't sweat the extra work—you'll get a great gift for your trouble.

Write the Right Way



To Rosie

This is [illegible].

Just [illegible]

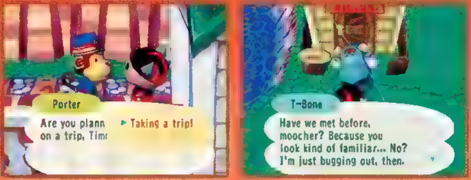
Hey, listen! I think you're nice and a . but don't keep sending me these creepy letters! I mean, the last one made NO sense, and it really freaked me out! Seriously!

Talk to the hand! Rosie

Your neighbors love letters—well-written letters, that is. Correct spelling, proper grammar and especially an attached gift can earn great letters (and gifts) in return. Don't bother sending nonsensical letters. Your friends will notice and grow cross with your correspondence.

▶ Make Far-Flung Friends

When you visit another town, say hello to every animal. It never hurts to have more friends. At the very least, they'll have errands for you to run—a great tactic to use when your own animals have no more tasks to offer you on a given day. There's also a chance that your new friends will move to your town, always a great thing for an entrepreneurial spirit like you.



Porter

Are you plann on a trip, Tim

▸ Taking a trip!

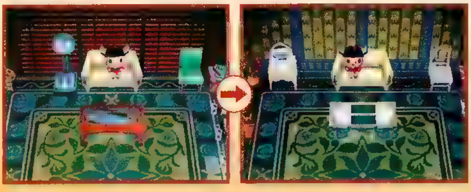
T-Bone

Have we met before, moocher? Because you look kind of familiar... No? I'm just bugging out, then.

Inside the HRA

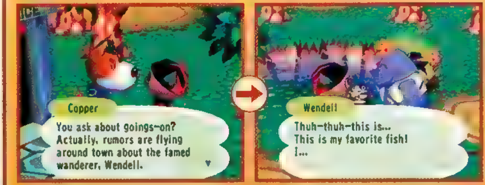
Before long, you'll be receiving letters from the Happy Room Academy (HRA), an organization that rates houses on their interior designs. If you earn 70,000 points during an HRA evaluation, you'll win the House Model; for 100,000 points, you'll earn the Manor Model. If you want to receive them, learn and live according to the HRA's strict standards.

Present Entire Collections



Of all the furniture in the game, some items fall into groups that earn major HRA attention—furniture themes, series and sets. Lots of experience in the Animal Crossing world will show you which objects are included in special groups. The HRA frowns on mixing furniture from different collections.

Special Event Stuff Rates Better

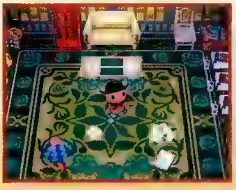


Copper
You ask about goings-on? Actually, rumors are flying around town about the famed wanderer, Wendell.

Wendell
Thuh-thuh-this is... This is my favorite fish! I...

If you've purchased an object in your home from Tom Nook, you may receive a good score from the HRA. You'll earn many more points for items you received as a holiday memento or from a special character travelling through town such as wallpaper from the walrus, Wendell.

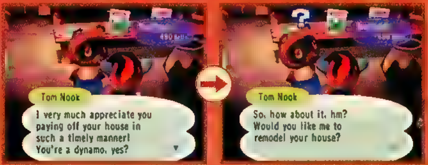
Keep It Clean



If you live like a pig, the HRA will deduct points. Don't leave objects strewn on the floor that could be stored away or placed on tables—like clothing or stationery. Splurge for the basement when Tom offers to build one, since the HRA never rates the storage space.

Expanding Your Home

You'll need to expand your floor space and add a second floor if you want to earn an extremely high score. Otherwise, you just won't have the space to present large groups of like furniture and other individual items that attract the HRA's attention.

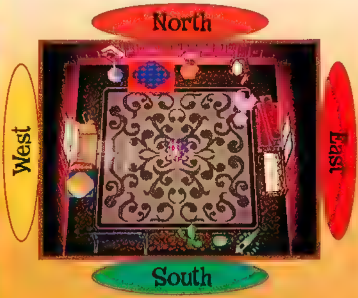


Tom Nook
I very much appreciate you paying off your house in such a timely manner! You're a dynamo, yes?

Tom Nook
So, how about it, hm? Would you like me to remodel your house?

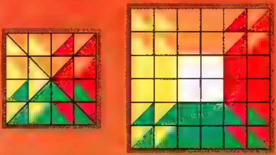
Feng Shui

Feng shui (rhymes with "flung clay") is a home-design philosophy that will increase your luckiness in item- and money-finding matters. An item that has one of the four feng shui colors will bring you luck if put in the proper part of your home. However, just because an item is green doesn't mean it's "feng shui green." Time will teach you which items bring feng shui luck.



Feng Shui Floor Space

You can place items related to one of two feng shui colors in a corner and receive the lucky benefit if the color is one of those from a directly adjacent wall. When your house is small, you'll be forced to cram feng shui objects into your domicile.



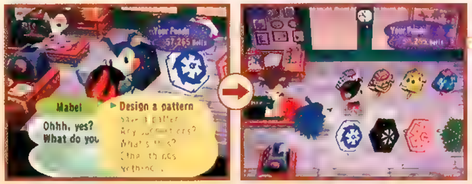
🟩 🟥 = One block of the area.

A small house filled with feng shui objects is good; a manor crammed with feng-shui objects is far better. In larger homes, however, the center floor space becomes a "no feng shui" zone.

Spreadin' Style

Budding designers can become stylin' superstars of the Animal Crossing world. Wouldn't it be amazing if you traveled to a distant town and found designs there that you created? It can happen, if you know how to promote yourself. All you'll need are the kinds of homemade designs that catch other players' eyes—and the ambition to engage in lots of hoofin' around to other towns.

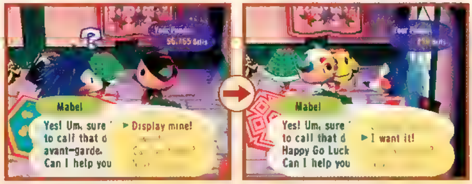
Start a Fashion Revolution



Ohhh, yes? What do you

Visit the Able Sisters at the town tailor shop to access the design tools, which you can use on either your GCN or GBA. When you have eight awesome designs, take the first step toward stardom: Display them all at your tailor. Players who visit may take them back to their own towns!

Your Design Will Take Flight

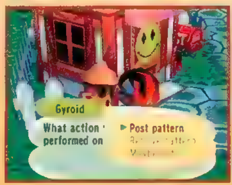


Yes! Um, sure to call that d avant-garde. Can I help you

Yes! Um, sure to call that d Happy Go Luck Can I help you

If players in other towns visit their local tailors and see your designs, they might just be surprised enough to stow your designs in their own design inventories. Then they may wear them, decorate their homes with them and—best of all—take them to other towns, too!

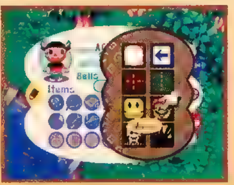
Splash It Around



What action performed on

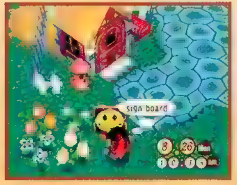
Dazzle other players who enter your house by applying your designs to your wallpaper and carpet. While you're at it, let 'em know that you're a fashion maven before they even enter—apply a design to your door, as well.

Show Your Style



Once your town is covered with your designs, stow lots of your homegrown patterns in your design inventory, then visit as many other towns' tailor shops as you can—spread your patterns across tailor showroom floors everywhere.

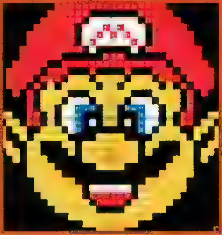
Announcing Arrival



Before you leave a town, make it clear to the local players that you've left your designs behind. Carry several sign boards on your travels. (You can eventually purchase them from Tom Nook.) Put up the boards near other players' houses—with your designs posted on them.

What's Hot, What's Not?

[illegible]



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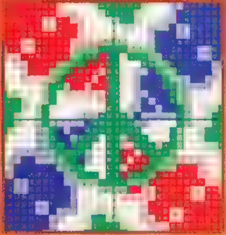


[illegible]

Quick Cash

Whether you need mad money to go wild on shopping sprees or want to pay off Tom Nook's house loan, you'll want to rake up massive amounts of Bells. During your first few days of game play, you'll be foraging for Bells and items that you can sell. Investing Bells in smart ways, instead of splurging too early on luxury items, can help you get wealthy in a hurry.

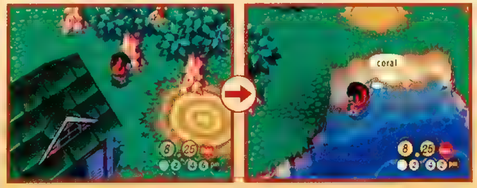
Blab with Friends

Gaston

Yeah, so... Wh
want, mon cho. ▸ Let's ta k!

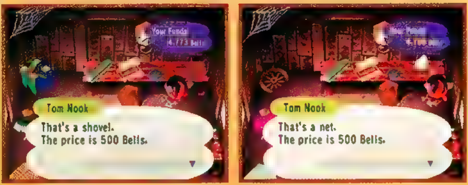
When you chat with animal friends, you can either ask them for work or just chat with them. If you chat, you may learn valuable tips or sometimes simply be given a really cool gift—which you can sell to Tom for loads of Bells.

Shake Down Trees & Stroll the Shoreline



During your first days of game play, you may not yet have the tools needed to find many valuable items outdoors. Focus on shaking trees. Many contain bags of Bells that will fall to the ground. Also, shake fruit trees for their bounty and collect shells at the shoreline—then sell it all to Tom.

Equip Yourself Early



Tom Nook

That's a shovel.
The price is 500 Bells.

Tom Nook

That's a net.
The price is 500 Bells.

When Tom Nook stocks one of the tools—the fishing rod, net, shovel or axe—buy it as soon as you can. Each one opens up new possibilities for profit. After you buy and use a tool that's new for you, Tom will be more likely to offer a different kind of tool soon.

Natural Resources

I caught a clouded
yellow butterfly!

It's such a cute yellow!

Check it out! I dug up
1,000 Bells!

Once you own a new tool, use it every day. With the fishing rod, pull up as many fish as you can catch. Use the net to capture insects. And with shovel in hand, dig at the telltale X marks and shining spots to reveal buried treasures. Sell everything to Tom to make lots of Bells.

Build Your Empire on Orchards

Grab
Drop
Bury
Quit
orange
Letters

You'll notice that the fruit trees in your town grow one type of fruit. Tom will pay 100 Bells for familiar fruit, and he'll pay 500 Bells for different kinds. Visit other towns and gather lots of fruit. Then, using a shovel, plant it in your town to start a profitable orchard!

Special Visitors

Check in with Copper at the police station daily—he may know about special visitors who are coming to town or have already arrived. Many of them may offer you items—some of which you can sell for big Bells.

Copper

Tell me, how
Copper be o ▸ Any goings-on?

Copper

You ask about goings-on?
Actually, rumors are flying
around town about the famed
wanderer, Wendell.

Take a Risk on Turnips

Buying turnips is like playing the stock market—you want to buy low and sell high. To buy them, find the turnip peddler, Joan, who wanders your town every Sunday from 6 a.m. to noon. The price on any given Sunday will be different. Sell the turnips to Tom, who offers a different amount each day.

Joan

Today's asking price is...
103 bells per turnip.
Are you going to buy some?

Tom Nook

Yes, yes! Wha'
do for you, h ▸ I'd like to sel

[illegible]

Only the Best

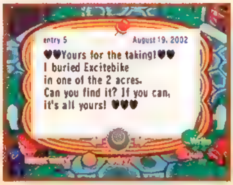
You can barely walk an acre in Animal Crossing without discovering another way to find and collect items. Over time, the trick becomes knowing which things to collect—and figuring out where and when to find them. If you're feeling generous, you can also help build up the local museum's collection, which brings its own rewards.

Smart Shopper

Your Points
35,880 Bells

To get the best selection from Tom Nook, you'll need to shop often. He'll increase the size of his store several times if you buy and sell from him frequently—and that means he'll be able to offer still more items on his floor each day.

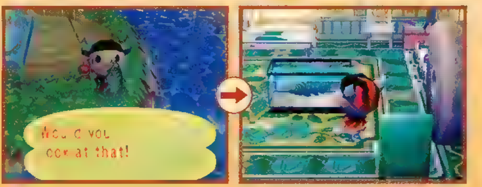
Watch the Board



entry 5 August 19, 2002
♥♥Yours for the taking!♥♥
I buried Excitebike
in one of the 2 acres.
Can you find it? If you can,
it's all yours! ♥♥♥

Occasionally, one of your animal friends will decide to throw a treasure hunt. He or she will bury an awesome item somewhere in town, then offer clues to its whereabouts on the town bulletin board. Check every day for announcements.

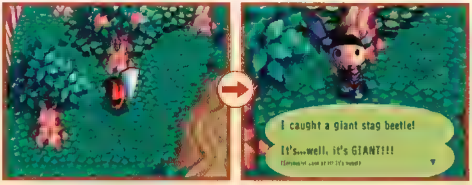
Cash Out for Rare Fish



Would you look at that!

Some fish are more valuable than others—the coelacanth, for instance, is worth 15,000 Bells at Tom's store! You can also keep live fish in your house as trophies. Specific kinds of fish tend to appear at certain times of day—and during certain months—so keep on trolling.

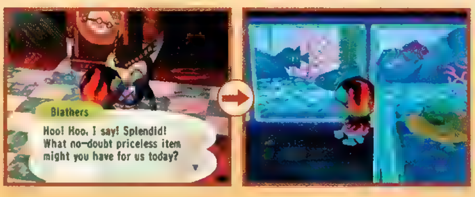
Insects to Brag About



I caught a giant stag beetle!
It's...well, it's GIANT!!!

The most valuable insect is the giant beetle—and though it sells for 10,000 Bells, you may just want to keep the bug in your house. Different insects have specific habitats—whether on the ground, on flowers or even under rocks—and tend to appear only at certain times.

Fill the Museum Galleries



Blathers
Hoo! Hoo. I say! Splendid!
What no-doubt priceless item
might you have for us today?

The local museum hopes that you'll donate complete collections of insects, fish, fossils and artwork. There's a great reason to do so—you'll not only see all your donations in vivid displays, you'll also receive the extremely rare Museum Model if you fill every gallery to the rafters.

Haunt Every Holliday

Jack
How did you know I was the
true Jack, King of Halloween?

You can usually find a special prize on a holiday—often the mayor will give it to you, if you can find him. On other special days, you may be drawn into a fun quest for rare objects. (You'll definitely want to visit your town on Halloween!)

Visit Animal Island

[illegible]

Kapp'n
Ahoy there, matey!!
Do ye care to ride me
boat to the island?

Don't Go Totally Crazy

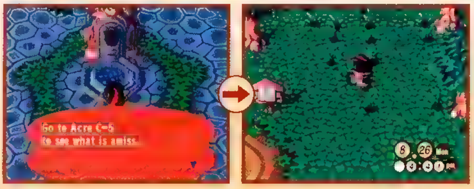
[illegible]

Redd
Everything here is a
rare find. Nothing
run-of-the-mill here!
It's crrrazy! Hee hee hee.

Wish for Success

Consult the wishing well every day to learn which parts of your town's landscape are in need of improvement. Gardening isn't just about the pleasure of having well-balanced greenery. If your town's landscape is in great shape, all sorts of surprising events are more likely to happen. Also, some events are linked to particular seasons, so keep your eyes peeled all year long!

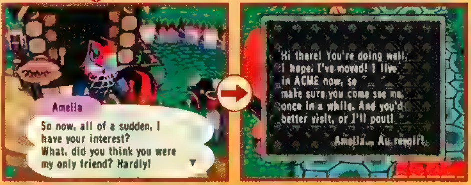
What the Well Wants



Go to Acre C-5
to see what is amiss.

Though the well speaks in cryptic phrases, it wants the town to have lots of trees—nicely spaced, not clumped together—and plenty of flowers and no weeds whatsoever. Because weeds grow every day, you'll want to visit your town often to pull them all out.

Encourage a Herd to Move In



Amelia

So now, all of a sudden, I
have your interest?
What, did you think you were
my only friend? Hardly!

Hi there! You're doing well,
I hope. I've moved! I live
in ACME now, so
make sure you come see me
once in a while. And you'd
better visit, or I'll pout!
Amelia... Au revoir!

If your landscape is healthy, new friends are more likely to move to your town. In addition, after you visit other towns, your neighbors will be less likely to move away if your own town is in tip-top shape. If you're messy, they might leave you for the cleaner, greener pastures in other towns.

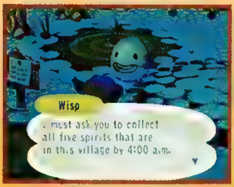
Happy Campers

Olive

So I'll tell you what!
You can have the prize...

During the summer months, watch for vacationing visitors from other towns, who may set up tents in your neighborhood. Campers sometimes play games for objects (or sell items), some of which you can get only from them.

When Weeds Go Wild

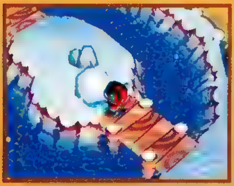


Wisp

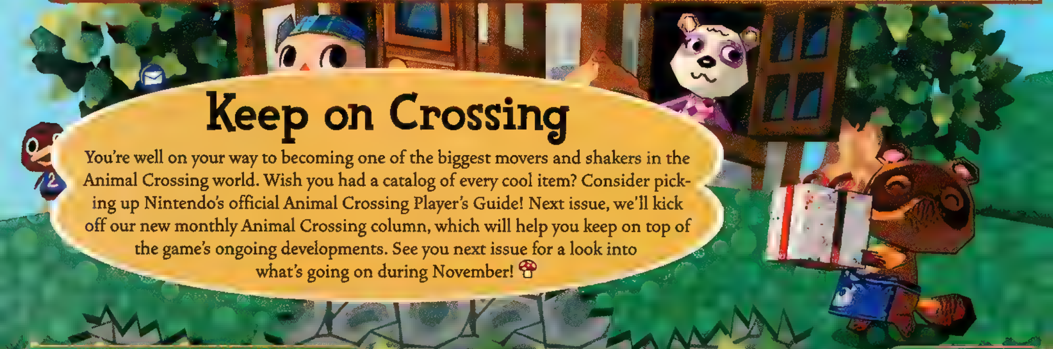
I must ask you to collect
all five spirits that are
in this village by 4:00 a.m.

If your weeds grow like wildfire and cover your landscape, Wisp may visit your town. If Wisp does pop up, he'll drift around from midnight until 4 a.m. Once you find him, he'll ask you to collect five small spirits with your net. If you do, Wisp will grant you one of several wishes, one of which will clear your entire landscape of every single weed!

More Seasonal Events



When snow covers the ground, the Snowman may appear—in two halves. Roll the two snowballs together to assemble the Snowman. You'll earn one of many prizes that are available only from him. In other snow-covered news, watch for the igloos that your neighbors build in winter—step inside them for some cool fun.



Keep on Crossing

You're well on your way to becoming one of the biggest movers and shakers in the Animal Crossing world. Wish you had a catalog of every cool item? Consider picking up Nintendo's official Animal Crossing Player's Guide! Next issue, we'll kick off our new monthly Animal Crossing column, which will help you keep on top of the game's ongoing developments. See you next issue for a look into what's going on during November! 🍄

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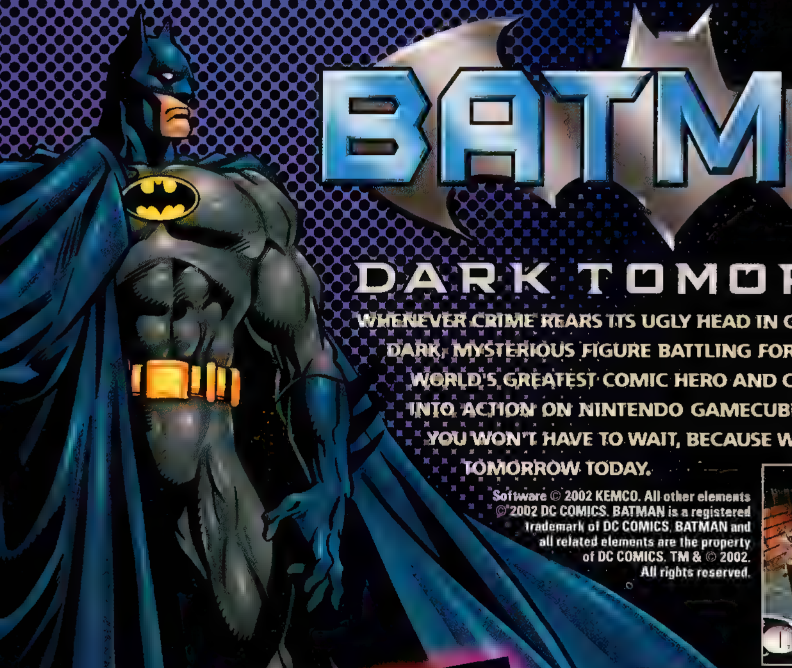
BATMAN™

DARK TOMORROW™



WHENEVER CRIME REARS ITS UGLY HEAD IN GOTHAM, YOU'LL FIND A DARK, MYSTERIOUS FIGURE BATTLING FOR JUSTICE. BATMAN, THE WORLD'S GREATEST COMIC HERO AND CRIME FIGHTER, SWINGS INTO ACTION ON NINTENDO GAMECUBE THIS NOVEMBER. BUT YOU WON'T HAVE TO WAIT, BECAUSE WE'RE LOOKING AT DARK TOMORROW TODAY.

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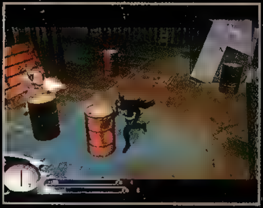
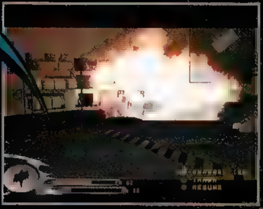
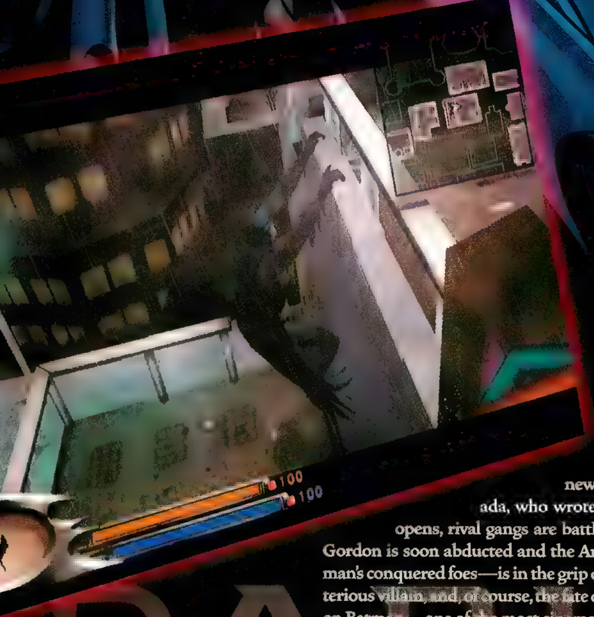






A BATMAN ORIGINAL

Batman: Dark Tomorrow is set in the dark and menacing world of the original comic books and features a new story from Scott Peterson (of DC Comics) and Kenji Terada, who wrote the stories for Final Fantasy I, II and III. As the game opens, rival gangs are battling for control of the streets of Gotham. Commissioner Gordon is soon abducted and the Arkham Asylum—the high-security home of many of Batman's conquered foes—is in the grip of a lockdown. All the mayhem is orchestrated by one mysterious villain, and, of course, the fate of the world is at stake. Welcome to Kemco's a[illegible] on Batman—one of the most cinematically appealing video games ever.

OUT OF THE BATCAVE

Over the past two years, the rare glimpses we've seen of Dark Tomorrow have caused our jaws to drop. Only recently, however, have we been given exclusive access to the game, which is still in development. The following preview offers you a look at one of the most anticipated action games of the year. Just keep in mind that some elements may change by the time that Batman makes its way to you this November.

THE CAPED CRUSADER

More than 60 years ago—in May of 1939—Batman first swooped onto the scene in volume 27 of Detective Comics. In the early years, Batman—the alter-ego of tycoon Bruce Wayne—was considered the greatest detective in the world, and he was driven by a fierce sense of justice, that stemmed from the trauma of having witnessed the murder of his parents. Unlike the campy crusader of Hollywood, which departs from the original, Kemco's Batman is a brooding crime fighter with a serious job to do.

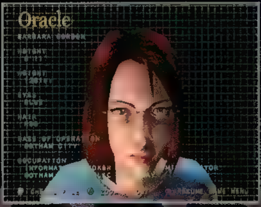
STRAIGHT SCOOP

In Batman: Dark Tomorrow, you'll take on the role of the Caped Crusader in 23 action-packed areas. In most areas, you'll follow a fairly clear trail or chase after a villain. Some areas are mazelike, so it's fortunate that Kemco included on-screen maps to help guide you through the labyrinths. As you work your way through an area, you'll have to use your utility belt gadgets and fight thugs and bosses as they appear. You'll also have several puzzles to solve, such as opening locked doors or finding hidden items. Once you get the hang of using your cool tools, you'll be ready for anything that the Joker and other enemies may throw at you. As for vehicles, you'll soar through one stage using the Batglider. And, although you'll see several great cinema scenes of the Batmobile and other Bat vehicles, you won't get to drive them.

If all goes according to plan,
you will see him soon enough.

LIGHTS! CAMERA!

Impressive cinema scenes back up the action sequences in the game and help set the dark mood. The lengthier scenes may reveal an essential plot point through considerable dialogue while shorter scenes punctuate the drama of whatever is happening to Batman at a particular moment. Oracle, Batman's helper back at the Batcave, sends you messages and helps tie together the clues that you uncover in the field. The detective work is handled for you, but the scenes are impressive and the story will keep you on the track of the bad guys.



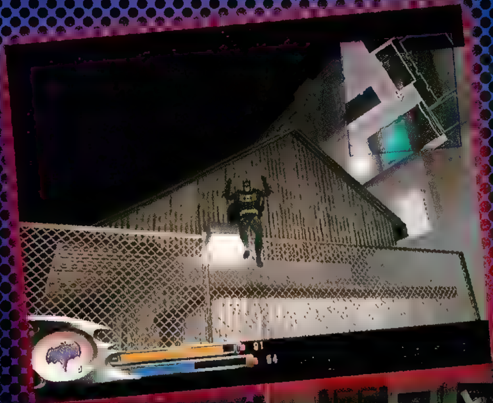
MR. FREEZE

Encased in a subzero suit and armed with exceptional strength and a cold ray gun, Dr. Victor Fries (a.k.a. Mr. Freeze) is one of Batman's most dangerous adversaries.

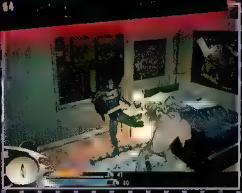
MORROW

BAT ACTION

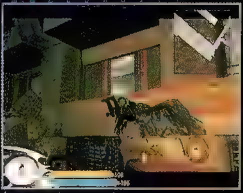
When millionaire Bruce Wayne dons his cape and cowl, he becomes one of the most versatile crime fighters in comic book history. Kemco gives you the ability to perform a wide range of moves and attacks in the 3-D action areas of the game. Batman's double jump is useful when leaping onto objects or high ledges. The Dark Knight also has two kinds of crouching moves that give you a stealth advantage at times when it's better not to be seen. On the fighting side, Batman is all about punching and kicking, not guns. He has a great spin kick and a combined jump-and-kick attack that will drop thugs faster than you can say, "You have the right to remain silent..."



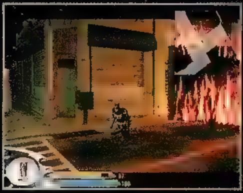
Batman gets the jump on crime with cool moves, including huge leaps from buildings. You can take damage from big drops as well as enemy attacks, so you'll have to keep an eye on your yellow health meter to keep Batman ready for action.



When it comes to subduing foes, Batman lets his feet and fists do the talking. Most of the fights are in close quarters, so moves like Batman's spin kick are particularly effective.



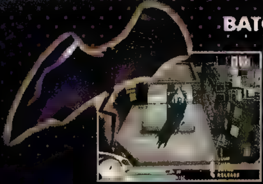
You'll go heels over head for Batman's double jump. If you can't use the Batgrapple or Batcable, the double jump is your best bet for gaining some altitude.



There may be times when it pays to keep a low profile. The Z Button drops the Caped Crusader into a crouch for areas where stealth is the better part of valor.

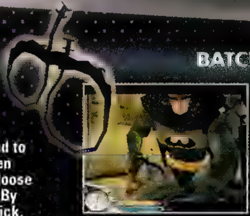
BATBELT

BATCABLE



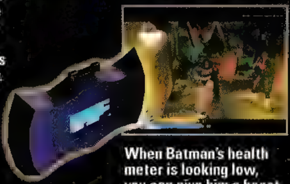
When you need to swing between buildings, let loose the Batcable. By using the C Stick, you can control your swing.

BATCUFFS



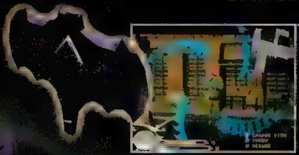
After apprehending a villain, you'll want to use a pair of Batcuffs so he doesn't pop back up and attack again. Batman has an endless supply.

MEDICAL KIT



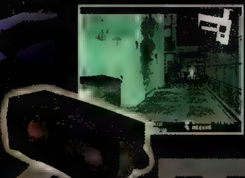
When Batman's health meter is looking low, you can give him a boost with the Medical Kit. The kit carries enough medicine for several rejuvenating doses.

BATARANG

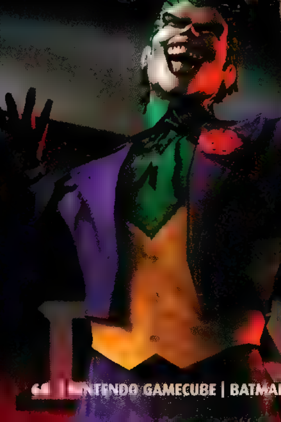


For long-distance attacks, Batman uses the bat-shaped Batarang. It's like a boomerang, but it doesn't return to you once you've thrown it at an enemy.

NIGHT VISION



Night Vision goggles help the Dark Knight see when the light is low. You can look all around and move forward while wearing the goggles.

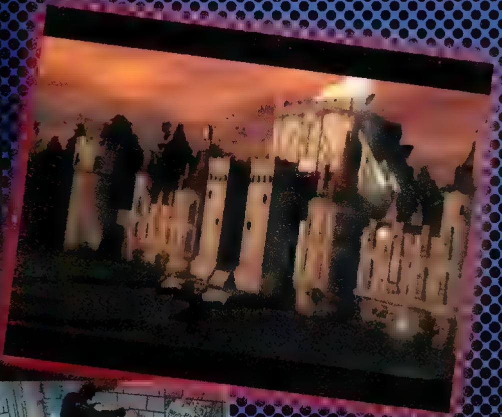


THE JOKER

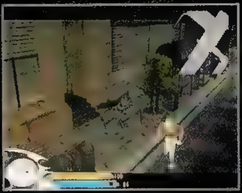
The crown prince of crime has a murky past, but Batman's greatest adversary always plays for the last laugh. He uses Smilex gas on his enemies, and he always seems to have the scoop on Gotham's se[illegible]

GOTHAM GAMES

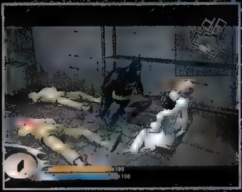
Most of Batman's adventure takes place in and around the city of Gotham, but as the Dark Knight learns more about his mysterious opponent, he'll travel afar in the name of justice. The action takes place on rooftops, in alleys, at the Arkham Asylum, on the docks, in the warehouse district and in the Talbot Factory. Some of the areas are so large that they're broken into as many as five sections. The mood remains dark and menacing throughout the game, and the Batsignal burning in the sky is an ever-present reminder of the dangers that Batman faces.



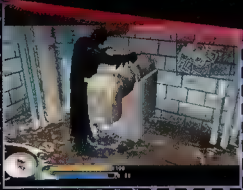
It all begins at Wayne Manor, the ancestral home of Bruce Wayne. Far below the rich trappings of the mansion is the Batcave, from which Oracle directs you via radio communications.



Gazette Square is the site of the first disturbance. Two criminal gangs—one led by Black Mask and the other by the Ventriloquist—rumble in the street.



Pandemonium reigns at the Arkham Asylum, where most of Batman's foes are locked up once they run afoul of the Caped Crusader.



In some areas, you'll have to manipulate the environment before you can move on. In the sewer, it's a good idea to turn off the water.

PASS KEY

You must find items like the Arkham Asylum Pass Key during the game. You'll use them in specific places.

FINGERLIGHT

The Fingerlight is a small flashlight that can help you find clues in dark places.

BATGRAPPLE

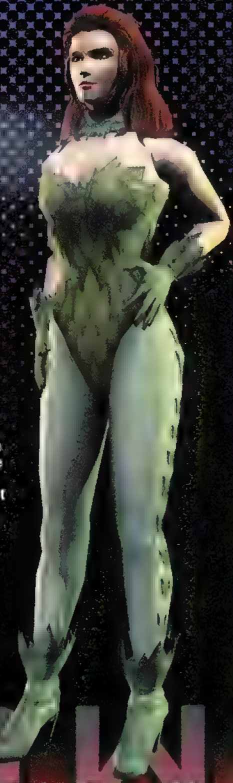
There never seems to be an elevator around when you need one. For Batman, that's no problem. He can use the Batgrapple to latch onto ledges and pull himself up to new levels.

UNIVERSAL TOOL

The Universal Tool is great for unlocking doors, chests and other things. You will find useful goodies in unexpected places.

SMOKE CAPSULE

Throw the Smoke Capsule to create a thick cloud of smoke. It's a great way to conceal Batman's moves.



POISON IVY

When botanists turn bad, they prey on people who hurt plants. Poison Ivy may be green, but she's a bad seed, too. She seduces her victims and strikes them with poisonous lipstick and perfume.

BAT FOR MORE

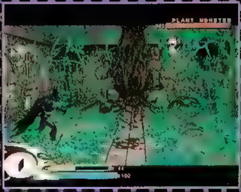
The rogues gallery in Dark Tomorrow boasts many of the most nefarious scoundrels to set up shop in Gotham. Batman is beset by one nemesis after another: the freakish Joker, the bitter Mr. Freeze, Poison Ivy, Black Mask, the Ventriloquist, Killer Croc and Ratcatcher. Besides the villains, you'll also face their many henchmen, who are often armed and attack in groups. If that's not enough, Batman encounters booby traps and other dangers, such as fires and tumbles. You'll have to use all your moves and cunning to stay the course and see justice served.

Black Mask and his gang are out to stop Batman from learning more about an arms shipment and the sudden violence that has gripped Gotham.

GIANT RAT
GIANT RAT

Rats! The Ratcatcher will try to avenge his fallen pet. Too bad you don't have a Bat ratrap in your Utility Belt.

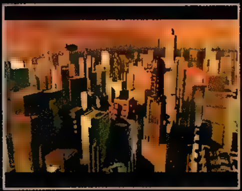
In some cases, you can sneak up on foes and knock them unconscious before they put up a fight.



Poison Ivy is beautiful but dangerous. Boss characters will have some surprises up their sleeves, even if they don't have sleeves.

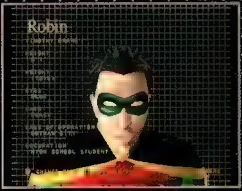
GOOD CREDITS

Kemco has brought together talented people from many disciplines to create what it hopes will be the definitive, interactive Batman experience. In addition to Scott Peterson and Kenji Terada (who collaborated on the story), Kemco brought in Terrence Masson—one of Hollywood's leading special effects gurus—as the visual effects supervisor for the game. Masson worked with talented artists from England to Japan on the graphics. And the Royal Philharmonic orchestra in London recorded the rich musical score, which adds to the dark mood of the game.



Will Gotham survive the dark night of crime? You'll know soon enough when Dark Tomorrow is released this November.

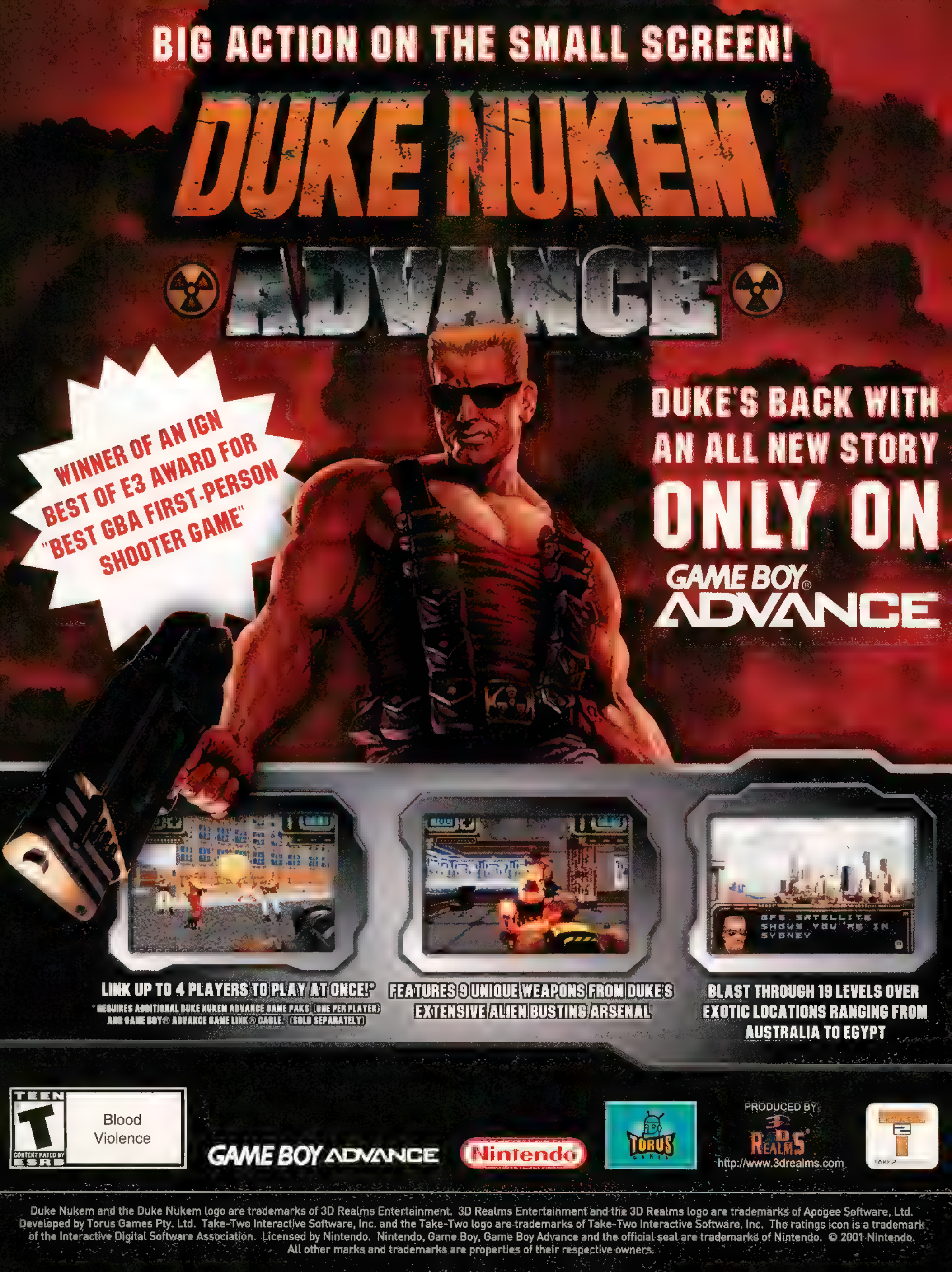
The motion of Batman's cape and the realistic fog and rain effects are two examples of why Dark Tomorrow looks like a million bucks.



Cool extra features, such as the 3-D profile menu, help immerse you in the world of Batman, Robin and many other characters.

BAT MOON RISING

Kemco has assembled all the elements to create a classic action game. There's action, great cinema, superior graphics and music and one of the best franchises in the world of entertainment. DC Comics has been on board from day one, ensuring the quality of the Batman image and story, and Kemco has gone to extraordinary lengths to do justice to the license. If it all comes together in the final months of development, Batman: Dark Tomorrow could be one of the must-have games in a very strong year.



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12 party games!
EVERYONE
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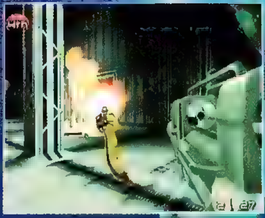

TIMESPLITTERS 2

EIDOS AND FREE RADICAL LAUNCH AN ALL-OUT ASSAULT ON THE FPS GENRE WITH TIMESPLITTERS 2. LOCK AND LOAD!

LET'S DO THE TIME SPLIT AGAIN

The original TimeSplitters was a multiplayer dream, but the solo mode lacked punch. TimeSplitters 2, however, retains the depth and fun of the first title and also throws a massive Story Mode into the mix. We'll cover Multiplayer, MapMaker and Challenge Modes this month and give you a taste of Story Mode to boot.

GAME PLAY MODES

If you want bang for the buck, TimeSplitters 2 has you covered. Four different modes—and the deepest multiplayer made around—mean you'll be busy for a long time to come.

STORY

Take on your enemies mano a mano, or grab a friend for two-player co-operative mayhem. We'll reveal all the secrets of Story Mode in next month's issue.

CHALLENGE

Challenges range from collecting bananas to avoiding flaming zombies. Jump to page 72 for a breakdown of every challenge in the game.

MAPMAKER

There's no better map-making tool available on the GCN, so put your architect cap on and start designing. We'll give you a few pointers on the following pages.

ARCADE

Multiplayer Mode falls under the arcade heading, but there are also numerous one-player challenges waiting for your itchy trigger finger.

TEEN
T
CONTENT RATED BY ESRB
Violence

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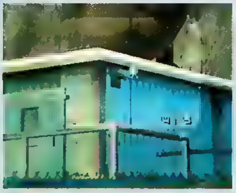
THE STORY OF MY LIFE

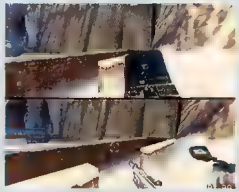
Evil aliens have stolen the Time Crystals and scattered them in 10 different locations—across both time and space—and it's up to you to track them down. We'll give you a few hints to get you started then cover the rest of Story Mode in next month's NP.

Smile! You're on Closed-Circuit TV!



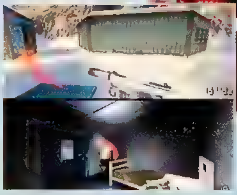
If a camera spots you, it will trigger an alarm and send guards in your direction. Aim for the lens of a camera to shoot it out, or use a Sticky Mine or other explosive.

The Temporal Uplink



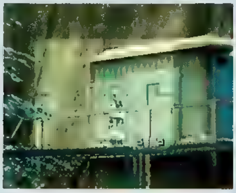
You begin each mission armed with only the Temporal Uplink, a kind of handheld computer. The uplink uses red and green dots to show the locations of both enemies and cameras.

A Distant Second



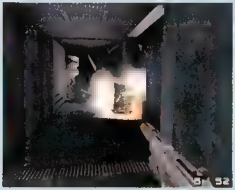
Each mission contains primary and secondary objectives. Secondary objectives (such as destroying six file cabinets in the first stage) are optional.

Aim High. No, Higher Than That!



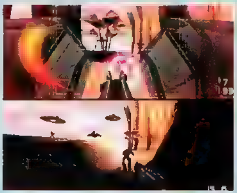
Aim counts in TimeSplitters 2. If you hit an opponent in the limbs or torso, it will take multiple shots to bring him or her down. Hit enemies in the head for one-shot takedowns.

The Crate Gatsby



Remember your GoldenEye training? Wooden crates explode. Use crates, barrels and other volatile materials to create makeshift bombs and booby traps.

TimeSplitter, Get Your Gun

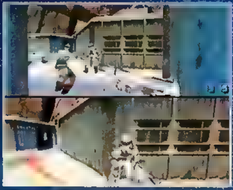


Many levels have sentry guns or mounted guns that you can control. You'll either man the gun yourself or use a control panel to operate the weapon.

THERE'S NO "I" IN TEAM

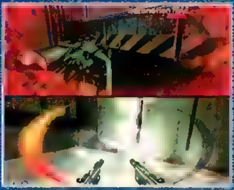
Sure, it's fun to take on the world by yourself, but it can also be enjoyable to bring a friend along for the ride. Cooperative Story Mode is like a totally different game—it gives you yet another reason to stay inside all day.

Cover Me!



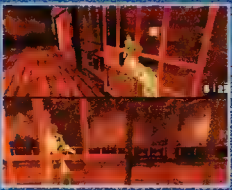
A good strategy in co-op games is to have one player work on an objective while the second stays behind and provides cover fire. There's no "friendly fire" rule, so watch where you aim.

Fire in the Hole



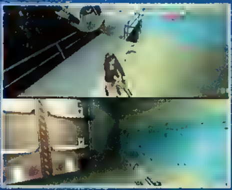
You'll find fire extinguishers mounted on the walls of some areas. If you shoot an extinguisher, it will spin around the room and create a white cloud—perfect cover for your friend to rush into the action.

Be Objective



Some objectives change dramatically depending on whether you play with one or two players. In the Wild West level, for example, you must rescue a rustler from jail in one-player mode and rescue your friend in co-op mode.

The Watchful Eye



Sentry guns are especially important in co-op mode. Have one player man a gun (and security camera, if available) while the second runs through the level. If enemies attack, lead them back to the gun and let them have it.

MANY, MANY MULTI MODES

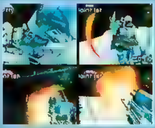
Once you choose a game, you can customize its features, such as bot difficulty, locations, time limits, weapon sets, scoring methods and background music. We cover the highlighted modes in depth on the next two pages.

DEATHMATCH

The rules of Deathmatch are simple: Shoot and shoot and then shoot some more. The game is over when you reach a predetermined time limit or when one player scores a certain number of points.

ELIMINATION

Choose the number of lives each player starts with (anywhere from one to 30), then go to town. Once you run out of lives, you're out of the game. The last one standing is the winner.



CAPTURE THE BAG

Capture the Bag is another team game. Two teams, red and blue, try to find their opponent's bag and return it to their own base. Each time your team boosts the bag successfully, you'll earn a point.

VIRUS

It's a hot time in the old town tonight! Virus is similar to Flame Tag, except you can't put out your own flame by passing it to others. The person who avoids becoming well-done is the winner.

ZONES

Another fun take on the multiplayer experience is Zones, where teams compete to see who can take and control the most areas. Look for circles on the floor, then step on them to take possession of areas.

THIEF

In Thief, each player will drop a token when eliminated. Find and collect the tokens to earn points. The player with the most points is the winner. Note that you don't have to frag an enemy to collect his or her token.

LEECH

If you're low on health, why not steal from others? The Leech game lets you take health from your opponents each time you damage them.

VAMPIRE

The game play in Vampire is reminiscent of Leech, but with a couple of added twists. You receive health only when you exterminate an opponent, and your own health drops as you run around. It's a game for experts only.

TEAM DEATHMATCH

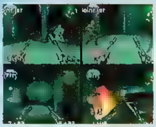
A Team Deathmatch game functions just like a normal Deathmatch, except you have teammates to cover your back. Players can compete on the same team or man up to four separate teams gunning for glory.

BAGTAG

In Bagtag, each player is trying to locate a red bag. The longer you hang on to the bag, the more points you get. The player with the most points at the end is the winner. For a true challenge, try Bagtag with the radar turned off.

FLAME TAG

In Flame Tag, the idea is NOT to be lit on fire (good advice all around). If you happen to burst into flames, touch another player and pass the flame to him or her. The flame won't hurt you, but you'll lose points while you're burning.

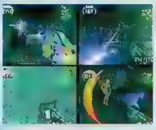


ASSAULT

Winning a game of Assault is a two-part process. First, you have to clear a selected area of enemies, or at least enter the area yourself. Then you need to destroy enemy supplies in the area. The first to do so wins.

REGENERATION

Regeneration is very similar to Deathmatch. The only difference, and it's a big one, is that all characters regain health as they play. It's a good starting place for FPS newcomers and players who don't like to expire.

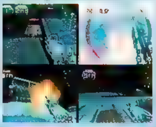


GLADIATOR

Are you not entertained?! One player will become the Gladiator and receive increased shields. If you eliminate the Gladiator, his or her power will move on to someone else.

SHRINK

The bigger they are, the harder they fall—unless they shrink! In Shrink, your character will decrease in size each time he or she is destroyed. Shrinking gives the player an advantage—tiny players are hard to see and hit.

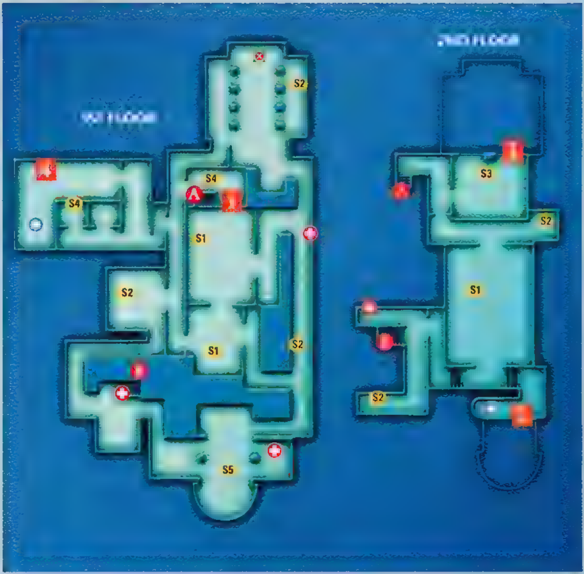


MONKEY ASSISTANT

The player in last place receives a helper monkey. But unlike normal helper monkeys, yours will run around with a shotgun eliminating your enemies. As soon as a player moves out of last place, the monkey will switch allegiances.

Deathmatch - Hospital

Well, if you're going to have a Deathmatch, you might as well be at the hospital. Fans of the series will recognize the hospital level from the original TimeSplitters game. Watch out for enemies raining destruction from above.



1 There's a grenade launcher waiting for you underneath the staircase. Grab it, run up the stairs to the balcony that overlooks the hospital below and fire away.

2 This balcony is a good place to snipe your opponents, and it's right next to a power-up as well. If you get cornered, jump down one level and grab the dual Tommy Guns.

3 This is another great sniping point, as you overlook a large, open room that contains body armor. When your friends try to grab the armor, give them a long-distance surprise.

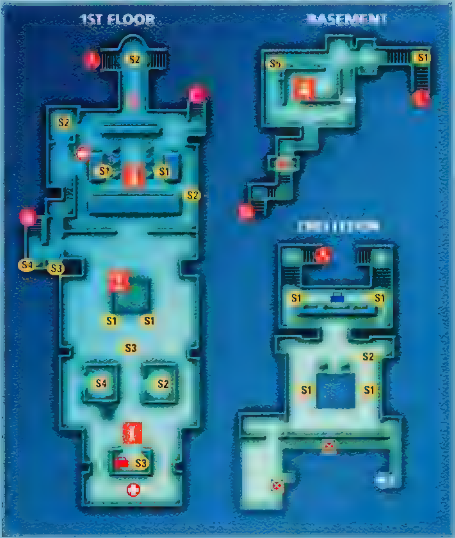
4 There's no better place to stash a grenade launcher than a dingy bathroom. After you grab the launcher, run around the corner and claim the Shrink power-up.

MAP KEY

S1	SLOT 1 (Luger x2)	✚ Health
S2	SLOT 2 (Shotgun)	○ Power-up
S3	SLOT 3 (Tommy Gun)	⊠ Body Armor
S4	SLOT 4 (Grenade Launcher)	
S5	SLOT 5 (Tommy Gun x2)	

Capture the Bag - Mexican Mission

The Mexican Mission is a series of old buildings filled with narrow hallways and plenty of great sniper positions. There are also a couple of large, open areas that you'll want to avoid—unless you need to make use of the courtyard fountain.



1 The Red Bag spawns here, so it's a good place for an ambush. Hide in the adobe huts and shoot out the window, or climb on a nearby rooftop and wait for your enemies to come to you.

2 The courtyard contains a fountain that could save your life. If you are set on fire, run to the fountain and dive in. If you set others on fire, you know where they are going—so head for the fountain and ambush your flaming foes.

3 In between the pistol and the shotgun, you'll find a small courtyard with four clay pots. Get on the second floor above the yard and wait for enemies to run through, then shoot them or, better yet, launch a few grenades in their direction.

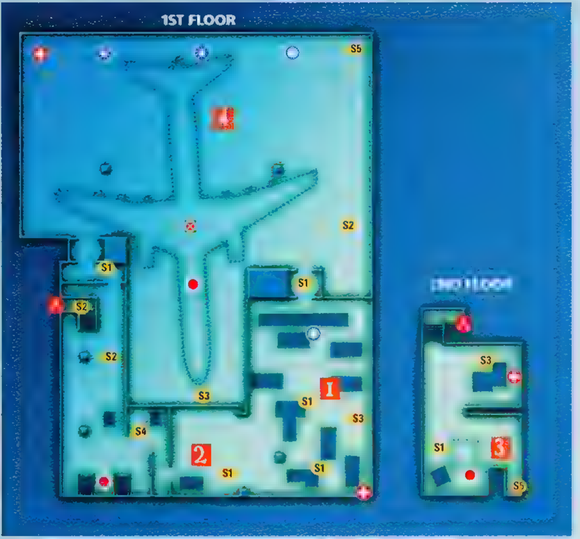
4 The basement is a maze of tight, twisting corridors—perfect for close-range weapons like the flamethrower and shotgun. Don't use a homing launcher down there unless you want to make a big mess. You can find body armor as well.

MAP KEY

S1	SLOT 1 (Lugar Pistol x2)	✚ Health
S2	SLOT 2 (Shotgun)	○ Power-up
S3	SLOT 3 (Plasma Rifle)	⊠ Body Armor
S4	SLOT 4 (Flamethrower)	
S5	SLOT 5 (Homing Launcher)	

Zones - The Hangar

The Hangar contains a lot of open space, so you'll want to stay on the move at all times. If enemies are approaching while you're in the main hangar bay, try to hide behind the airplane's landing gear.



1 The storage area of the Hangar is a great place to set a trap. You will be surrounded by boxes—so you'll have cover—and there are four weapon spawn points in the room.

2 Watch out for the crane! Though it won't crush you, incoming cargo can knock you aside and ruin a shot. Don't spend too long here, as you can be sniped from above.

3 This is a great zone—it's out of the way and easily defensible. If you have a teammate, one of you can stay here and pick off enemies while the other activates more zones.

4 There are three Speed power-ups located at the far end of the Hangar. If you want to grab them, pick up some body armor on the way—it's located underneath the airplane.

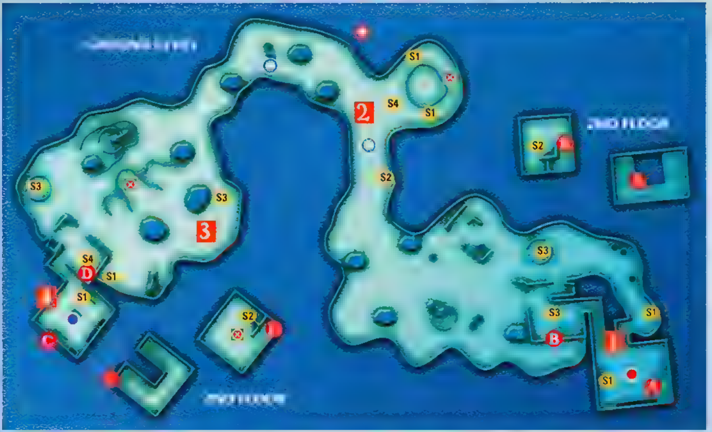
MAP KEY

S1	SLOT 1 (Silenced Pistol)
S2	SLOT 2 (Soviet S47)
S3	SLOT 3 (Tactical 12 Gauge)
S4	SLOT 4 (Lasergun)
S5	SLOT 5 (Rocket Launcher)

✚ Health
○ Power-up
☒ Body Armor
● Zone

Assault - Training Ground

The Training Ground is perhaps the most enjoyable of the multiplayer maps. Not only is it large—with plenty of hiding spots—but you can take control of both sentry guns and mounted cannons. Grab a friend or two and start blasting!



1 The Red Base is located in a control room that also contains control panels for two sentry guns. Don't get too involved with the guns, or an enemy might sneak up behind you.

2 If you are set on fire, head for the water. Grab the Speed power-up as you run so you can reach the pond quickly. Once you're doused, collect the nearby Flamethrower.

3 The body armor on top of the ledge is tempting, but don't dally in getting it. Sentry guns will make short work of you if you spend any time at all in the open.

4 The Blue Base is also located inside a control room. Each base is defensible from the second floor as well as from the first—but leave one man on the ground floor to slow enemy progress.

MAP KEY

S1	SLOT 1 (Tactical 12 gauge)	**S3**	SLOT 3 (Minigun)
S2	SLOT 2 (Sniper Rifle)	**S4**	SLOT 4 (Flamethrower)

✚ Health
☒ Body Armor
○ Power-up
● Red Base ● Blue Base

MAPMAKING MODE

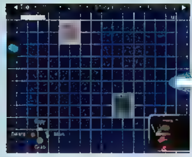
Once you're done blasting your friends in Arcade Mode, design your very own levels in MapMaker Mode. The mapmaking tool is one of the most powerful that you'll ever encounter in any game—and gives you total control over every facet of level design. It will take a bit of tinkering and experimentation before you can crank out world-class maps.

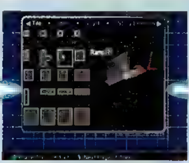
SETTING TILES

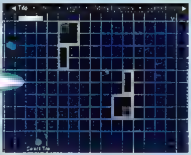
Tiles are the building blocks of the rooms and corridors that make up your level. Use the Control Stick to move the on-screen cursor and select the tiles, then drop them with the A Button. When placing a tile, keep an eye on where the doors and/or exit points (marked with red lines) are. If you need to rotate a tile, press the X Button.

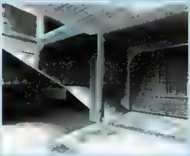
MAP PREVIEW MODE

Once you've got your map's basic structure down, press Start and go into Map Preview Mode. Take a walk around your new creation sans enemies to make sure that all the points connect and the rooms are accessible.


Start out by placing your big boys—rooms and large open areas—then build the connecting corridors.


There are five tile sets: Gothic, Virtual, Victorian, Industrial and Alien. Choose between them in the Map Setting menu.

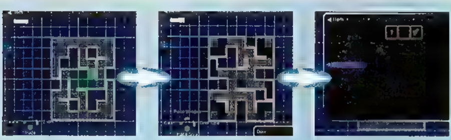

Give yourself plenty of room to move. If there's only one path through the level, the action will bog down.


The preview is especially important when building a multistory map. It's easy to misplace stairs.

Once you're sure the structure is workable, leave the preview and start adding the details.

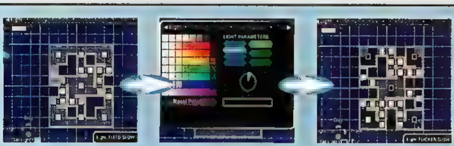
PLACING ITEMS

Next, it's time to place some items. Items include everything from weapons and power-ups to spawning points and entrances/exits. Add a couple of crates for cover and a gun placement or two—then you'll be ready to rumble.


If you want to create a map that you can use for specialized missions, such as Capture the Bag, you'll need to spend more time on item placement to avoid game play glitches. For example, you don't want the bag to spawn right next to a player's starting point.

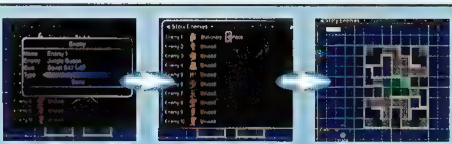
SETTING LIGHTS

Lighting does more than just create a mood—it can have large effects on game play as well. Choose from a large palette of colors, then decide if you want the light steady, flickering or pulsating. Each tile has predetermined lighting positions.


You can use lighting in a lot of fun ways. For example, start players off in a long hallway with bright lights that gradually grow dim, start to flicker and then cut out entirely. In the above shots, we've stayed with a basic lighting scheme for easy Deathmatch fun.

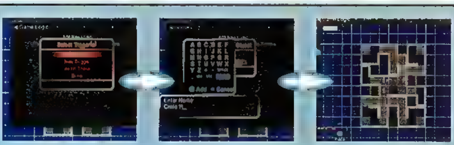
STORY ENEMIES

You must access the Advance MapMaker Mode to use some options, including Story Enemies. To access Advance Mode, press the Start Button and go into Editor Setting. You can toggle between Beginner and Advanced at will.


You can set enemies to run amok, patrol a certain area or stay put. Using Story Enemies also gives you the option to insert mission objectives that pertain directly to that character. You must use the Game Logic Primer to tinker with mission objectives.

GAME LOGIC PRIMER

The Game Logic Primer functions almost like a programming language. It's complicated at first but only because it offers you almost unlimited options. To get the hang of it, try creating a Story Mode mission objective your first time through.

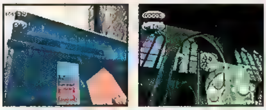

Your first duty is to select a Trigger. Triggers are events or objectives that further the story. A Trigger can be anything from sneaking around a patrolling guard to collecting a bag of cash. You can link Triggers together to create multiple objectives.

CHALLENGE MODE

Challenge Mode is for one player only. Each challenge contains three different missions of varying difficulty. You can earn a bronze, silver or gold trophy in each mission. Once you score enough points, you'll unlock the next challenge.

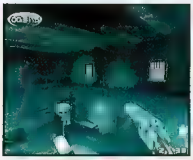
GLASS SMASH

In the first mission, you break glass with Soviet S47 grenades. The second mission has you breaking glass with just a brick. In the third, you must destroy all the stained-glass windows of Notre Dame Cathedral with a Grenade Launcher.



BANANA CHOMP

If you ever wanted to be a monkey, Banana Chomp is your chance. You must collect bananas in all three missions. The first mission involves just you and the fruit, the second adds zombies and the third lights you on fire. Run, monkey, run!



TIMESPLITTERS CLASSIC

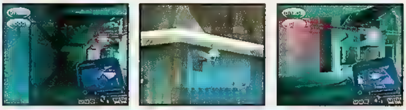
Three classic TimeSplitters areas make a return appearance in Classic Mode. In each case, you must run into an area, grab an item and return to a set point within a short period of time.

MONKEYING AROUND

Perhaps the oddest challenge of them all, Monkeying Around lets you practice skeet shooting with the same monkeys that have been chasing you with flamethrowers. You'll also have to snipe watermelons that the monkeys are carrying.

INFILTRATION

All three Infiltration missions require stealth and secrecy. You'll begin each one with 1,000 Stealth Points. Each time an enemy spots you, your points will drop. If they fall to zero, the mission is a failure. Infiltration missions take place in Siberia, Chicago and Tokyo.

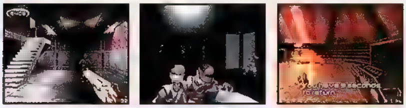


CUT-OUT SHOOT-UP

Cardboard desperados have come to town, and you need to clean them out. It works much like a police shooting range: Some cut-outs are criminals, while others are civilians. You'll fight in the Wild West and Chicago.

BEHEAD THE UNDEAD

Wave after wave of undead zombies are headed your way, and you need to separate their heads from their bodies. The first and second missions are straight survival shooters, but the third throws flaming zombies into the mix.



TIME TO GO? LET'S SPLIT!

Not only is TimeSplitters 2 one of the deepest games available on the Nintendo GameCube, it's also a total blast to play. Stay tuned for additional coverage next month, when we'll lead you through the game's tricky Story Mode.

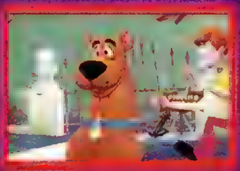
SCOOBY-DOO!
Night of 100 Frights

"Raggy, Daphne, Red, Relma! Where are you?"

"A Scooby fan's dream come true."
— [illegible]

SCOOBY-DOO Night [illegible] by THQ. THQ and its [illegible] Entertainment [illegible]

The gang is missing. Help Scooby find them before he gets hungry.



Featuring the Scooby-Doo cartoon voice actors and special guests.

12 huge levels based on the original Scooby-Doo cartoons.

Encounter 20 classic Scooby-Doo villains.

EVERYONE
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comic mischief

HEAVY IRON STUDIOS

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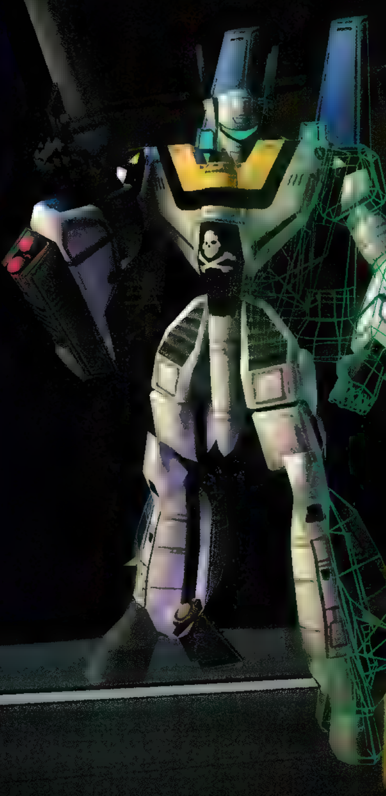

Anime Vanguard

Hurtling into what some TV viewers considered the cartoon wasteland of the 1980s, Robotech made history in 1985 by setting up shop at the opposite end of the cartoon spectrum from the ubiquitous Smurfs. It didn't wrap up things in one episode—the plot sprawled over 85 of them. It wasn't lighthearted fare—characters, cities and even entire civilizations were frequently obliterated. And its main attraction wasn't cute and teensy—Veritechs, mechs at the heart of the action, commanded attention nearly every episode. All in all, Robotech was—for one huge year—a Japanese animation import that struck viewers as the coolest cartoon alternative around. Some anime addicts credit Robotech for transforming U.S. animation tastes forever and clearing the way for future phenomena like Dragon Ball Z.

Blast from the Past

Robotech superfans have always been one of the loudest contingents at sci-fi conventions. Now that TDK Mediactive is resurrecting Robotech on the Nintendo GameCube, fans have serious cause to shout. The release coincides with a Robotech resurgence, with comics, novels and trading cards on the way and a new series slated to start in 2004. Though the original was just as much of a soap opera as a cosmic apocalypse story (When would ace pilot Rick Hunter stop chasing coy songstress Minmei and realize his love for first officer Lisa Hayes?), Robotech: BattleCry focuses on every fan's true desire—to climb into a Veritech's cockpit and take on the Zentraedi, Robotech's galactic aggressors. Veritechs have three battle transformation modes, so game play travels from orbit to earth and everywhere in-between as it pits players against Zentraedi foes.

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CRAZY CHASE
CLOWNING AROUND IS SERIOUS BUSINESS IN CRAZY CHASE FOR THE NINTENDO GAME BOY® ADVANCE!
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Official Nintendo Seal of Quality
GAME BOY ADVANCE

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Untitled - FunEditor
Project Resources Code View Help

FUNDAMENTALS

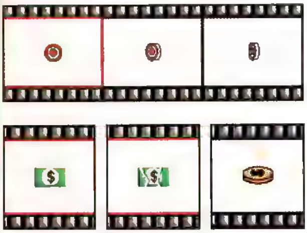
CREATE GAMES AND LEARN TO PROGRAM WITH DIGIPEN'S PROJECT FUN

Program Progress

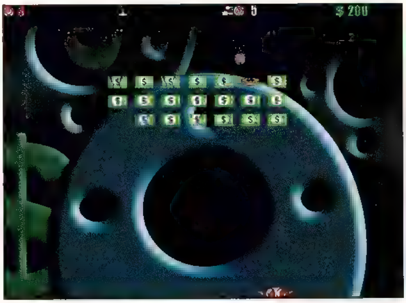
Build with "Bricks"

More Classic Arcade Action

The Project FUN Game Factory's latest game offers a lesson on collision detection and advanced actor animation. Break the Bricks is a paddle-and-ball exercise, like FUN Ping Pong, only the paddle moves horizontally at the bottom of the screen and the ball makes objects (bricks) transform, or disappear on contact. The goal of the game is to clear away all of the bricks on the screen. If you miss the ball with the paddle three times, your game is over. It's easy to create and fun to play.



Animated Action
The Break the Bricks project includes multiframe animations and multiple animations for an actor.



Beginner Bricks
After you complete the Beginner sessions, you'll have a working game, complete with a ball limit and a score.

Beginner Sessions

The first series of Break the Bricks sessions teaches you the basics and leaves you with a full-on working game. You'll begin by establishing a background and adding an animated ball and an animated paddle. Next, you'll create a brick and make it change states when it collides with the ball. It'll start as a solid brick, then show damage and finally turn into a spinning coin that disappears. After you have one brick that behaves the way you want it to, you'll create a field of bricks using the sprite's Create Group feature. Then you'll add a three-ball limit, a score and a speed-increasing play mechanic, and you'll cap it off by adding sound effects.

Advanced/Expert Sessions

Future Break the Bricks sessions will add new scoring features, new objects and new shapes and actions for the pad, among other improvements. Keep checking the What's New section of the Project FUN website for news about the project's Advanced and Expert sessions.

Bells & Whistles

This month's Bells & Whistles section builds on the Beginner sessions. After you complete the first set of sessions, follow the Bells & Whistles steps to add new game features. When you're done creating the first feature, the bricks will turn into coins that fall to the bottom of the screen. If you pick up the falling coins while keeping the ball alive, you'll earn bonus points.

The FUN Continues

Thus far, the DigiPen's Project FUN game projects have been arcade-style games, but many Project FUN members are making their own games, including RPGs and card games. The sky's the limit.

FUN Facts www.projectfun.digipen.edu

- The DigiPen Institute of Technology's Project FUN is an online club that gives members an opportunity to create video games on a personal computer.
- Nintendo Power subscribers can join Project FUN at a rate of [illegible] for an entire year. Details are available at DigiPen's website: www.projectfun.digipen.edu.
- The Project FUN Game Factory offers instructions and assets that give members the power to create games. A new assignment is introduced every month.
- The Nintendo Power Fundamentals column offers information and advice on the latest Project FUN projects, with helpful hints and bells and whistles.

Break the Bricks Basics

Code Wizard Shortcut

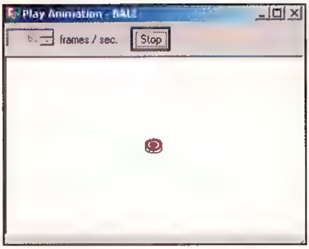
As you follow the steps to create Break the Bricks, you can use the Code Wizard to input large sections of programming code. Click on the magic wand icon to bring up the Code Wizard interface, then select the appropriate piece of code from the Custom List. The session steps note the name of each code entry. When you use the Code Wizard, it still pays to read the code carefully and to understand its function within the game. The more you understand, the more you can improvise and innovate with your own ideas.

Taking Actions

The Break the Bricks project has you placing code in both the Initial Actions and Actions areas of some state machine states. The difference between the two is that Initial Actions take effect only once, immediately after the state machine switches to the state, and Actions are executed every frame the state machine is in the state. The Ball state machine's play state has an Initial Action that sets a random vector angle for the ball and puts it into play. The state's Actions add to the speed of the ball every frame, as long as the speed is less than 15 pixels per frame.

Play through a Preview

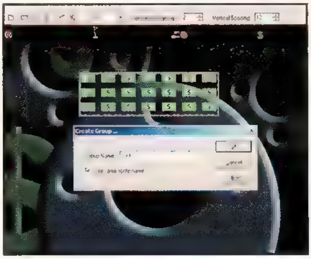
One of the features that gives the Break the Bricks game a lot of life is the actor animation. Nearly every actor in the game has multiple frames of animation. You can change the animation by adding or removing frames, or by altering the frame rate. After you've made changes to the animation set, click the Play button to bring up the Play Animation window. Start the animation. It will cycle through the frames repeatedly, showing you exactly what the animation will look like in the game.



Sneak a Peek
After you set up the frame order and frame delay for your animation set, press Play to watch the results.

Group Rate

It would be a lot of work to place every brick in the Break the Bricks game onto the playing surface individually. Once you have all of the properties worked out for the sprite, you can place several instances of the sprite into the game in one move. Right-click the sprite entry and select the Create Group option. The level map and tool bar will pop up, giving you the ability to place a cluster of the selected sprites onto the screen, all at once. After you define the area that you want to fill and select the spacing, tap the magic wand icon to make the sprites appear.



One to 21 in a Flash
Set up a shape for your sprite group, specify spacing and press the magic wand.

Share Your Creation

When you right-click the Game node of your project tree then select the Properties entry, you'll bring up a window that's full of interesting options for your game. Using Build Options, you can create a stand-alone executable file of your game that you can pass along to your friends. Check the Static Link, Bitmaps as Resources, and Sound/Music as Resources boxes then compile your code. An EXE file for your game will appear in the project folder.

FUN With Collision

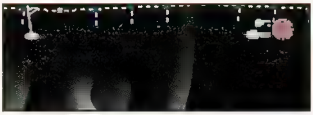
Reflect on Reflection

One of the most important factors in making your game fun is collision. When you set the properties for a sprite, you can set it to check its collisions with the map and/or other sprites, as long as they have different Display List # values. When you set up the masterBall sprite in Break the Bricks, you will check the Reflection check box under the Effects tab. With Reflection on, the ball will bounce off objects that it collides with, maintaining the same speed and setting off in a direction that is determined by the impact angle and the shapes of the colliding surfaces. If Reflection is not set, the ball will stop in its tracks.

Field Shape Factors

When you set up the Collision Data for the map in the Break the Bricks project, you'll see that it doesn't make a perfect rectangle. The left and right walls are angled slightly toward the bottom of the screen and the top of the area is arched. The shape of the collision area ensures that the ball will bounce toward the lower-center part of the screen. If you want to make collisions with the map more unpredictable, you can make slight adjustments to the map's collision data. For example, you can remove the Collision Data segments that are currently on the map and use Manual Entry to input the following segments for a collision box with a jagged ceiling:

Segment: 6, 6, 110, 1
Segment: 110, 1, 215, 6
Segment: 215, 6, 320, 1
Segment: 320, 1, 425, 6
Segment: 255, 6, 530, 1
Segment: 530, 1, 630, 6
Segment: 630, 6, 639, 479
Segment: 639, 479, 1, 479
Segment: 1, 479, 6, 6

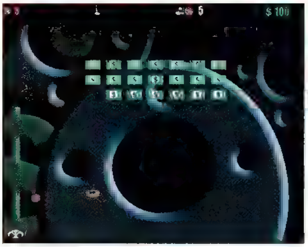


Crazy Collision
The ball will take unpredictable bounces if you make subtle changes to the collision data.

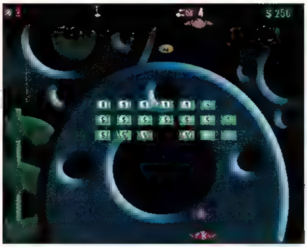
Bells & Whistles

Bricks Bonuses

There is no limit to the features that you can add to make Break the Bricks more exciting to play. Some major additions require very little work to implement. Our Bells & Whistles section covers a few quick changes that have a big impact on game play. After you add the features, think of some more changes that you can make on your own. A lot of the fun in Project FUN comes in thinking up new possibilities for your projects.



Drop and Collect
Make the coins that break out of bricks fall, then challenge the player to collect them.



Add Dimension to Your Game
Put a pad on the top of the playing field that moves in parallel with the bottom pad.

Coin Collection

Step 1—Add Coin Collision

In Break the Bricks, the result of a brick explosion is a coin that animates in place, then disappears. Our Bells & Whistles feature makes the coin into an interactable object. The first step is to give it collision data. Open the BRICK actor's EXPLODE animation set and highlight the first frame. Click on the Collision Data box, choose manual entry and enter the following:

```
Segment: 28, 7, 16, 2
Segment: 16, 2, 4, 7
Segment: 4, 7, 16, 12
Segment: 16, 12, 28, 7
```

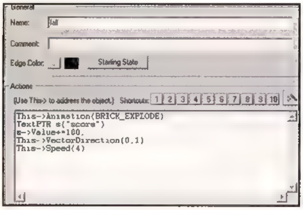
Save your changes and click the Apply to All box to make the collision data affect all frames of the animation set.

Step 2—Make the Coin Drop

The next step is to make the coin fall. Open the Brick state machine and double-click on the explode state. Change the name of the state to "fall," then add the following code to the existing code under the state's Initial Actions:

```
This->VectorDirection(0,1)
This->Speed(4);
```

Next, delete the code under the state's Action tab. You'll destroy the "brick" sprite and decrease the number of bricks remaining elsewhere.


General
Comment:
Edge Color:
Starting State
Actions
(Use This-> to address the object.)
Shortcuts: 1 2 3 4 5 6 7 8 9 10

Name: fall

```
This->Animation(BRICK_EXPLODE)
TextPTR s("score")
s->Value+=100.
This->VectorDirection(0.1)
This->Speed(4)
```

Change the name of the explode state to "fall" and add code that will make the spinning coin drop to the bottom of the screen.

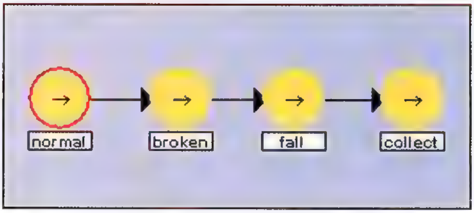
Step 3—Make the Coin Collectible

Once the spinning coins can drop, you've got to create a state that deals with a coin-pad collision and rewards the player for collecting the coin. Add a state to the Brick state machine and call it "collect." Then key in the the following code under the collect state's Initial Actions:

```
//Get a pointer to the "score" text
TextPTR s("score");
//Add 50 to its value
s->Value+=50;
//Delete the "brick" sprite
This->DeleteFlag(true);
//Get a pointer to the "bricksNumber" variable
VariablePTR bn("bricksNumber");
bn->Value--;
if(bn->Value==0)
   myGame->EndGame();
```

The instructions will add 50 points to the score and delete the spinning coin. To make the state occur when the coin and pad collide, create an edge from the fall state to the collect state and replace the code under the edge's Conditions with the following:

```
return This->CollisionWithSprite("pad");
```



Add a collect state to the Brick state machine and make an edge from the fall state to the collect state. Then add code that affects the score and destroys the "brick" sprite when the fallen coin collides with the pad.

Step 4—Destroy Dropped Coins

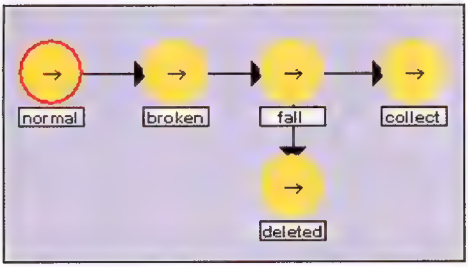
You can encourage the player to go after the ball and the falling coins by having the coins disappear if the ball slips past the pad. You should also delete coins if they pass the pad. Create a new state in the Brick state machine called "deleted" and key in the following code under the state's Initial Actions:

```
This->DeleteFlag(true);
//Get a pointer to the "bricksNumber" variable
VariablePTR bn("bricksNumber");
bn->Value--;
if(bn->Value==0)
    myGame->EndGame();
```

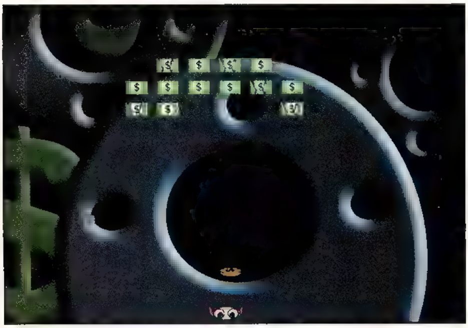
Create an edge from the fall state to the deleted state and replace the edge's Conditions code with:

```
//Testing if there are no more balls
//or if the coins drop off the map
return (!Sprite::Search("ball"))
|| (This->CollisionWithMap());
```

If the brick sprites' Check Collision With Map properties are not checked already, you will have to check them. You can make the change quickly by restoring the group to one sprite, checking the property then recreating the group.



Add a deleted state to the Brick state machine and create an edge from the fall state to the deleted state. Then add code that deletes the fallen sprite if the ball is no longer on the screen or if the fallen coin has dropped off the bottom of the map.



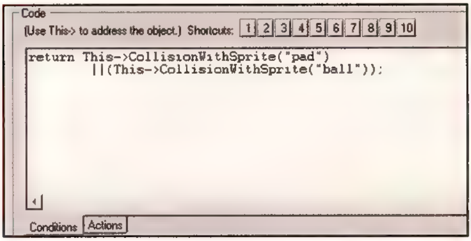
Save, compile and run. Exploding bricks will turn into falling coins. When you collect the coins with the pad, they'll disappear and you'll earn 50 points.

Step 5—Check for a Coin-Ball Collision

After you play the game, you may notice that the ball and a falling coin can lock up with each other if they collide near the pad. One way to fix the problem is to treat a coin-ball collision in the same way that you treat a coin-pad collision. Open the edge that leads from the fall state to the collect state and replace the code under the Conditions tab with the following:

```
return (This->CollisionWithSprite("pad")
    || (This->CollisionWithSprite("ball"));
```

The coin will disappear whether it collides with the pad or the ball, and, either way, the player will be rewarded with 50 points.


Code
(Use This-> to address the object.) Shortcuts: 1 2 3 4 5 6 7 8 9 10
Conditions
Actions

```
return This->CollisionWithSprite("pad")
            ||(This->CollisionWithSprite("ball"));
```

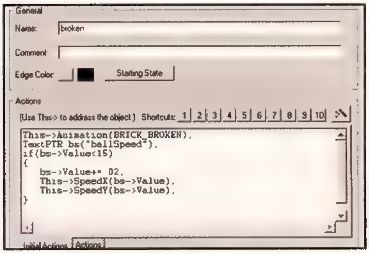
Replace the Conditions code in the edge that points to the collect state to make a coin-ball collision count the same as a coin-pad collision.

Step 6—Speed Up the Action

The ball speeds up over time at a slow, but steady, rate. You can make the game more challenging by making the ball speed up every time it comes into contact with a brick. Open the Brick state machine and add the following code to the existing code in Initial Actions for both the broken state and the fall state:

```
TextPTR bs("ballSpeed");
if(bs->Value<15)
{
    bs->Value+=.02;
    This->SpeedX(bs->Value);
    This->SpeedY(bs->Value);
}
```

Save, compile and run. You'll see that the action speeds up with every ball-brick collision.



Name: broken

```
This->Animation(BRICK_BROKEN);
TextPTR bs("ballSpeed");
if(bs->Value<15)
{
   bs->Value+=.02;
   This->SpeedX(bs->Value);
   This->SpeedY(bs->Value);
}
```

You can add difficulty to the game after the player has had some success. Speed up the ball after a collision between the ball and a brick.

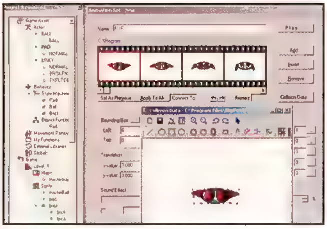
Two-Pad Play

Step 1—Add an Animation Set

You can change the dynamics of the game by adding a second pad at the top of the screen. You'll add to the player interaction and make the game more challenging. The first order of business is to add the pad. You can use the same animation set you used to animate the original pad, but the new one will look cooler if you make a new animation set with vertically flipped images, so it's upside-down. Open each frame of the animation set in your paint program, flip the image and save it with a new name (padflip1, padflip2, etc.). Then create a new animation set for the PAD actor called FLIP. Use the new frames, set the frame delay to 10 for every frame and set the collision data at:

```
Segment: 59, 4, 2, 4
Segment: 2, 4, 4, 21
Segment: 4, 21, 31, 19
Segment: 31, 19, 57, 21
Segment: 57, 21, 59, 4
```

Apply the changes to all of the frames, then change the frame delay on the fourth frame to 40 and save the animation set.



Create a new PAD animation set called FLIP using flipped frames for an upside-down pad.

Step 2—Add a Pad Sprite

Create a sprite called "padflip" with the following properties:

General:
  Map: master
  Display List #: 2
Animation:
  Actor: PAD
  Initial Animation: FLIP
  Initial Frame: padflip1
Position:
  X: 290
  Y: 30
Displacement:
  SpeedX: 6
  SpeedY: 6
Collision:
  Precise Collision
  Check Collision with Map
  Check Collision with Sprites

Assign the Pad state machine to the new sprite, but don't give it the pad function.

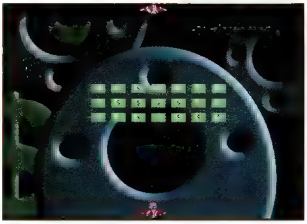
Step 3—Open up the Top

To make the game more challenging, you can make it so that the player must hit the ball with the top pad or it will go out of bounds. Open the Ball state machine and double-click on the edge that connects the play state to the lost state. Then replace the edge's Conditions code with the following statement:

```
return (This->WorldPositionY()>455) || (This->WorldPositionY()<10);
```

Step 4—Regroup the Bricks

Since there are pads at the top and bottom of the screen, the bricks should be in the middle. Right-click the brick group sprite entry and restore it to a single sprite. Then create a new group of 21 bricks in the center of the screen with the same dimensions and spacing as the first brick group that you made.



Restore the group of bricks to a single brick, then recreate the group of 21 bricks in the center of the screen.

Step 5—Make Coins Fall Up

If you've implemented the first of our Bells & Whistles tips, your exploded bricks will turn into spinning coins that fall to the bottom of the screen. You can make some coins fly up to the top of the screen by altering the Brick state machine's fall state. Change the following line in the state's Initial Actions from:

```
This VectorDirection (0,1);
```

To:

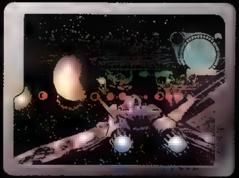
```
if ((s->Value%100)==0)
{
   This VectorDirection (0,1);
}
else
{
   This VectorDirection (0,-1);
}
```

Leave the rest of the code in the fall state exactly as it is. If the score has a remainder of zero after it is divided by 100, the coin will fall down. If the remainder is not zero, the coin will fly up. You can ensure that the top pad can collect coins by changing the Conditions code in the edge that connects the fall state with the collect state. Replace the existing code with:

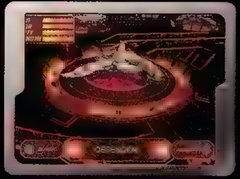
```
return (This->CollisionWithSprite("pad")
   || This->CollisionWithSprite("padflip"));
```

Save, compile, run and play!

screenshots from Playstation®2 computer entertainment system



screenshots from Xbox™ video game system



DEFENDER

SAVING THE HUMAN RACE

Game preview at www.defender.midway.com

PlayStation®2

XBOX

NINTENDO GAMECUBE

GAME BOY ADVANCE

MIDWAY

TEEN

T

CONTENT RATED BY ESRB

Violence

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sunny today

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Coming November 5, 2002
KEMCO

CLEAN UP WITH PART 2 OF MARIO'S SHINE SPRITE SPREE.

SUPER MARIO SUNSHINE™
EVERYONE
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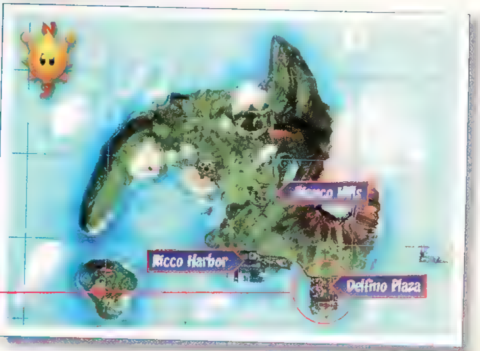
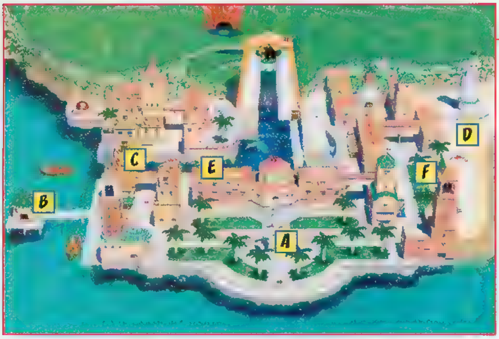
Comic Mischief
WATER

ISLE DELFINO

Last issue revealed how to collect some of the Shine Sprites hidden in Isle Delfino's hub, Delfino Plaza. Isle Delfino contains seven worlds, and you must trigger key events to unlock them. Using last month's tips, you'll have at least three Shine Sprites, and that magic number will give you access to the areas shown on the map to the right.





A How to Enter Bianco Hills

EVENT 1: COLLECT THE SHINE SPRITE AT DELFINO AIRSTRIP
EVENT 2: DEFEAT THE POLLUTED PIRANHA PLANT
EVENT 3: CHASE SHADOW MARIO AND RESCUE PRINCESS PEACH

Spray the M on the statue after Shadow Mario jumps into it.

B How to Enter Ricco Harbor

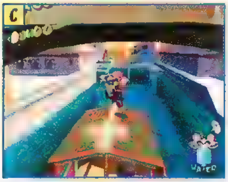
EVENT 4: EARN THREE SHINE SPRITES

Defeat the polluted Piranha Plant at the boathouse and spray the M.

SECRETS OF DELFINO PLAZA

Delfino Plaza contains the entrances to the game's seven worlds, but it also contains several hidden levels and Shine Sprites. Follow the tips below to boost your Shine Sprite total in Delfino Plaza.

Hidden Pachinko level



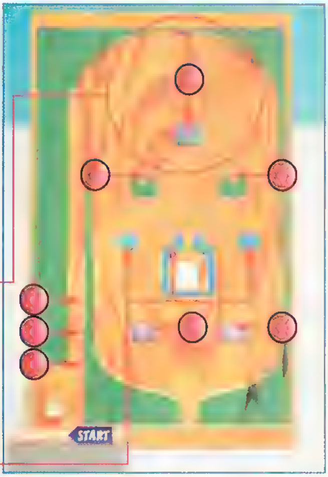
When you have six Shine Sprites, the boat in the canal will set sail. Jump onto the boat's canopy, then ride it to the tunnel. The archway contains a secret passage that you can enter by jumping into the coin floating by the tunnel's ceiling. When you enter the hole in the arch, you'll warp to a hidden level.

Eight Red Coins

The hidden level is a giant pachinko game, and you must collect all eight Red Coins without going down the central drain. Jump on the red pad to launch yourself up the ball chute. Hover to steer.

Trouble Spots

The trickiest coins to collect are the two lowest coins in the purple slots. Try to land on one of the blue platforms so you can drop to the purple slot below. Avoid the bottom drain or the level will reset.



Shine Sprite in the Sand

Uncover buried treasure on the beach by spraying the sand at point D on the map above. After you've exposed the Shine Sprite picture in the sand, a real Shine Sprite will appear.

Bird-Watching

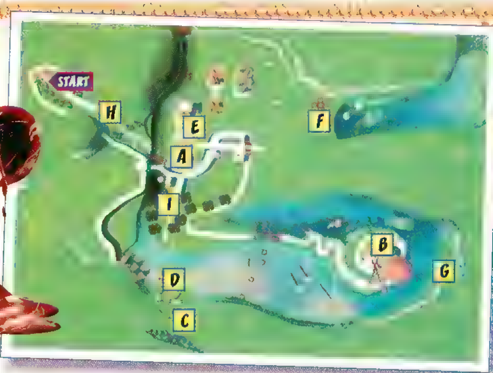
Keep an eye out for colored birds. If you spray a blue one, it will turn into a Blue Coin after several hits. The yellow bird turns into a Shine Sprite. Look for it at the castaway's island.

Pianta on Fire

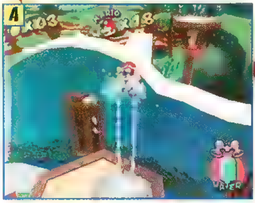
After you have seven Shine Sprites in your collection, check the beach by the lighthouse to find a panicky Pianta who's on fire. Extinguish him to win a Blue Coin.

BIANCO HILLS

Like all of the game's worlds, Bianco Hills contains eight episodes. Only the first episode is available from the get-go. To complete an episode and unlock the next one, you must earn the Shine Sprite hidden in the level.

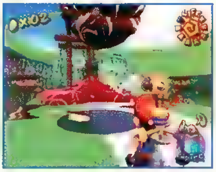


EPISODE 1 ROAD TO THE BIG WINDMILL



A wall divides Bianco Hills into two sections. The Shine Sprite is on the far side of the wall, and the easiest way to get to the other side is to bounce up the tightropes at the beginning of the level and to hover over the barricade.

Open Up and Say Gulp



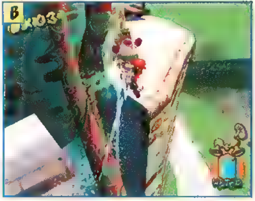
On the other side of the wall, trudge through the sludge until you reach the slimy Piranha Plant at the end of the path. When the plant opens its mouth, spray water into it. Keep spraying water into its gaping mouth to defeat the plant and win a Shine Sprite.

Map Key

A One main map appears at the beginning of each world. If a tip refers to the main map, it will have a letter in a yellow box or the screen shot will have a blue border.

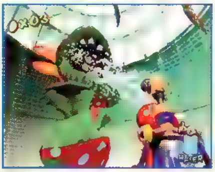
● A separate map appears for the Red Coin episodes. If a tip refers to the Red Coin map, it will have a number in a red circle or the screen shot will have a red border.

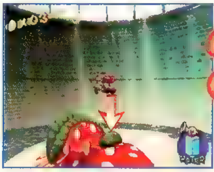
EPISODE 2 DOWN WITH PETEY PIRANHA!



In Episode 2, return to the area where you fought the Piranha Plant and follow the path uphill to the windmill. Use hover power to navigate around the polka-dotted stalks without taking damage. Ride the propeller to the roof.

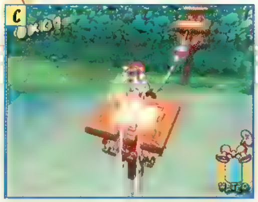
Watering the Plant





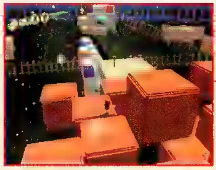
After the roof caves in, you and Petey Piranha will tumble into the building, where you'll battle for a Shine Sprite. Spray water into Petey's mouth whenever it's open. Keep spraying until he falls backward, then do a Ground Pound on his belly button. Repeat the process and refill your tank by hopping onto the blobby enemies—some turn into water bottles when you pounce on them.

EPISODE 3 THE HILLSIDE CAVE SECRET

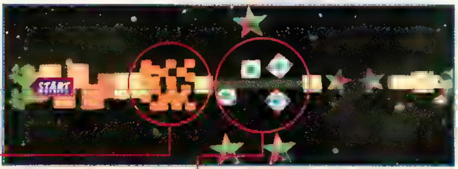


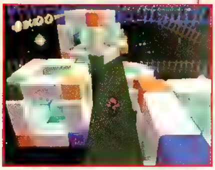
The pond platforms by the bridge lead to a grassy hillside. Hover across the platforms to the ledge, then follow the signs to the cave entrance. Hover up the steep hill to enter. Inside, you'll play a secret 3-D platformer level.

Moving Boxes



You can't use FLUDD in the secret level, so you'll have to jump carefully to navigate the floating blocks. Work your way across the blocks to reach the green bridge.





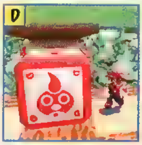
Cube Crunch

The white cubes revolve around the green bridge, and they'll sweep you off the edge if you run into one. When the coast is clear, run across the bridge and back up if a cube is about to cross your path. Work your way to the end of the bridge, then jump across the spinning stars to reach the Shine Sprite.

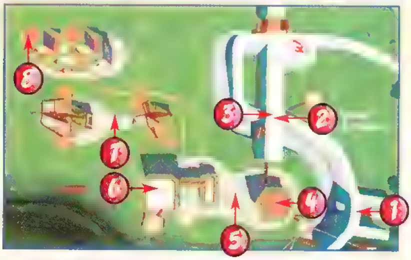
EPISODE 4

RED COINS OF WINDMILL VILLAGE

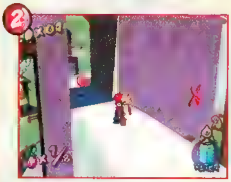
Rocket Nozzle Power-Up



In Episode 4, the red box will no longer be a hologram and you'll be able to open it and unpack a new nozzle. Jump on the box to unload the Rocket Nozzle, which will enable you to launch high into the air. Episode 4 challenges you to collect eight Red Coins, and the Rocket Nozzle will help you retrieve a good chunk of change.



① Strap on the Rocket Nozzle, then soar up to the top of the wall's archway. On top, you'll find Red Coin 1.

② 

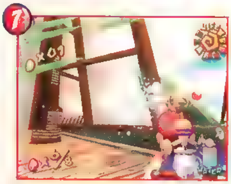
Follow the wall as it curves by the bell tower. In the shade of the nearby arch, you'll find Red Coin 2.

③ Keep following the wall as it snakes higher to form the archway where Red Coin 2 was. On your higher perch, you'll find the third Red Coin.

④ Follow the wall until it ends, then jump off and land on the adjacent rooftop, where you'll find Red Coin 4.

⑤ From the roof, step onto the tightrope. Red Coin 5 floats beneath the upper wire, so jump and bounce to collect it. After you snag it, walk to the end of the line.

⑥ The tightrope leads to another building. Red Coin 6 is on the building's upper ledge, so use the Rocket Nozzle to blast up to it.

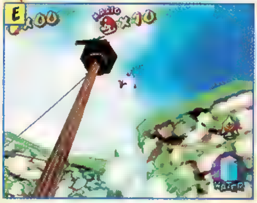
⑦ 

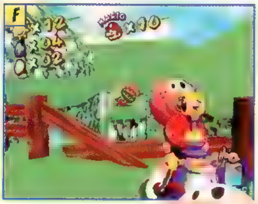
Jump onto the windmill's long, horizontal plank. Spray the giant sails to make the plank spin. Keep spraying until you've spun your way to Red Coin 7.

⑧ If you're using the Rocket Nozzle, you'll be able to launch yourself to the Red Coin on the left tower's rooftop. If you're using the Hover Nozzle, use the left windmill and spin yourself to the tower. Use Side Somersaults to flip up to the roof.

EPISODE 5

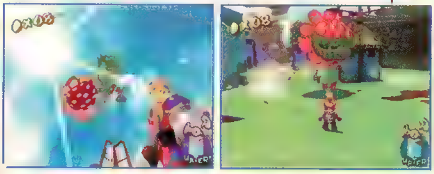
PETEY PIRANHA STRIKES BACK





Use the Rocket Nozzle to launch yourself up the ledges at the far side of the village area. At the top, let one of the puffy critters attach itself to your nozzle, then fire it at Petey Piranha, who's snoozing on the other side of the fence.

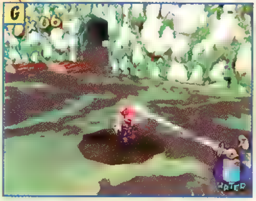
Squirting at the Sky



When Petey wakes up, he'll fly around the village area. Your spray has no effect when Petey is moving across the sky, so you must blast him when he pauses in flight. Once he's grounded, use the same techniques you used to defeat him the first time around.

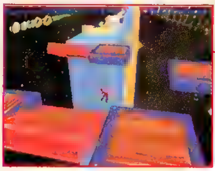
EPISODE 6

THE SECRET OF THE DIRTY LAKE

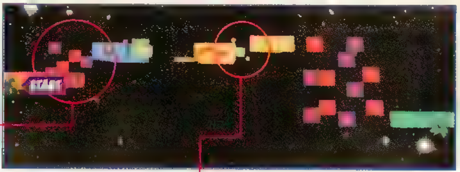


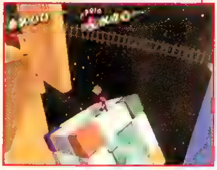
You'll take damage if you touch the polluted lake water, so stay dry by using the lily pads as boats. Stand on a lily pad and spray into the lake to set sail. Avoid staying on a pad for too long. If a pad turns black, it's about to sink.

Tilting Tiles



Ride the lily pads to the lakeside cave to enter a secret level filled with flipping tiles. The blue tiles and orange tiles flip alternately, so you'll be able to predict which tiles are about to turn over.

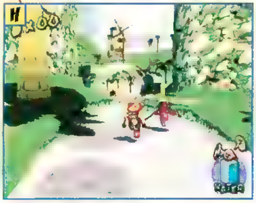




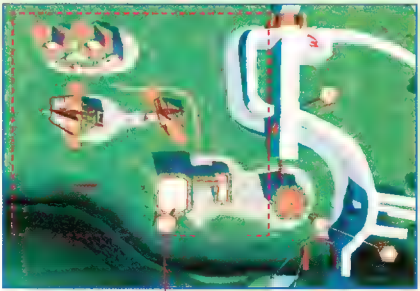
Box Step

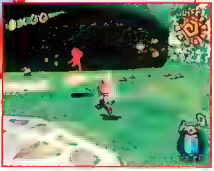
Perform a Wall Kick off the blue wall or hit B after performing a Side Somersault to clear the wide gap and land on the white cube. Once you're on the box, it will spin its way up to the next platform. Stay on the cube by walking as it rotates and heading for the side that's flipping to the top.

EPISODE 7
SHADOW MARIO ON THE LOOSE



The seventh episode of every world requires you to chase after Shadow Mario and spray him into submission. Press the R Button halfway and hold it (don't click the button completely) so you can squirt a steady stream while running.

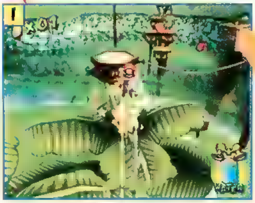




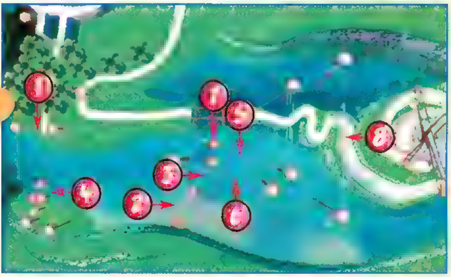
Squirt and Run

When Shadow Mario flees from you, he'll stay within the boxed-off area shown on the map above. Remain in the village portion of Bianco Hills to stay on Shadow Mario's tail. If you hit him with water, he'll turn red. Keep dousing him until he falls down and surrenders a Shine Sprite.

EPISODE 8
THE RED COINS OF THE LAKE



In Episode 8, you must collect the eight Red Coins hidden around the lake. Start your Red Coin roundup in the treetops where the blue enemies live. Spray them from afar to stun them, then jump on them to defeat them.

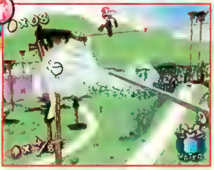


① Hover from the treetops to the tall platform to collect Red Coin 1. Jump and hover across the lake to reach the platforms where the RN is. Don't get it though.

② Set sail on a lily pad to retrieve Red Coin 2. It floats high above the lake, so sail under it then perform a Side Somersault to snag the coin.

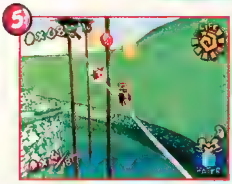
③ Cross the row of platforms located under the bridge. After you pocket Red Coin 3, which floats above one of the tightropes, head to the steep bank leading to the Hillside Cave.

④



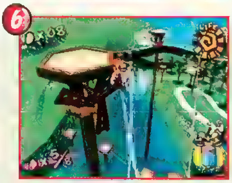
Follow the steep bank to the tall platform. Get on top and cross the rope and jump to Red Coin 4. Bounce on the tightrope to catch air so you can snatch the coin.

⑤



From Red Coin 4, follow the tightrope to the platform, then walk across the next tightrope to reach Red Coin 5. Red sparks slide across the line, so be sure to jump over them to avoid getting zapped.

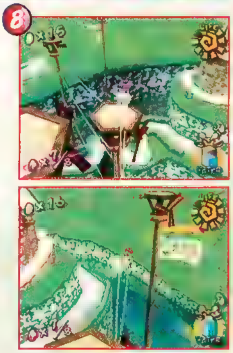
⑥



Jump off the platform and hover to the higher platform nearby. Cross the wire to reach Red Coin 6. Cross the rope to reach another platform.

⑦ After you grab Red Coin 6, follow the tightrope to the next platform and rope. An electrical spark and a wind enemy will threaten to knock you off balance as you cross the tightrope, so be ready to jump. Grab Red Coin 7, then backtrack to the platform that you landed on to reach Red Coin 6. By retracing your steps, you'll be able to avoid an enemy lurking on one of the platforms.

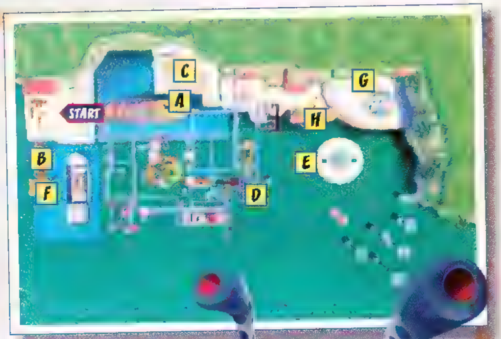
⑧



Stand on the platform that leads to where Red Coin 6 was, then perform a Side Somersault and hover to the higher platform near the windmill path. The platform's tightrope leads to Red Coin 8. If you don't make the jump, rocket onto the wire from the windmill path.

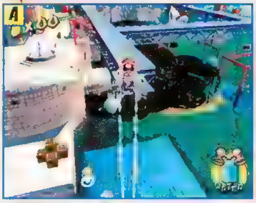
RICCO HARBOR

As soon as you have three Shine Sprites, the boathouse in the west side of Delfino Plaza will be replaced with goo. Spray away the mess to uncover the entrance to Delfino's port city.



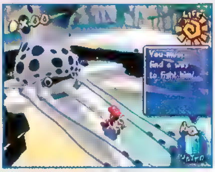
EPISODE 1

GOOPER BLOOPER BREAKS OUT



Your goal is to reach the giant squid, Gooper Blooper, who lurks near point G on the map to the right. Reach Gooper by jumping onto the ship's smokestack at point A. Bust out a Side Somersault and hover to the girder overhead. Follow the catwalk to the waterfront village.

Squid Skirmish

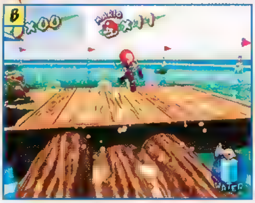


You must find a way to fight him!

At the far end of the waterfront, press and hold B to pull the tentacle and awaken Gooper. Spray his eyes so they turn red, then Ground-Pound his slamming tentacles. When his arms are flattened, yank his cork until it snaps.

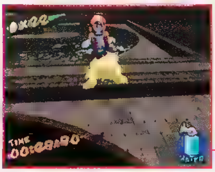
EPISODE 2

BLOOPER SURFING SAFARI

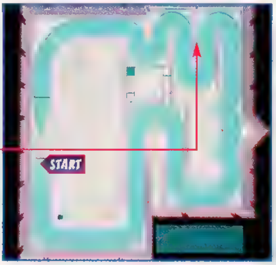


Start off Episode 2 by walking across the logs to the wooden dock. Jump onto the back of one of the docked Blooper squids to hitch a ride, then follow the yellow coin path to a passageway.

Surfing Shortcut



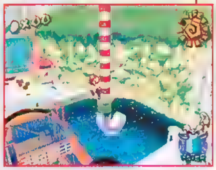
Inside the passageway, you must Blooper-surf around the track in under 45 seconds to win a Shine Sprite. The purple squid is the fastest, and the green one is the slowest. For a shortcut, press A while in the water to jump over the barricade.



EPISODE 3

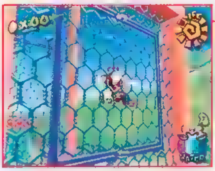
THE CAGED SHINE SPRITE

On the Hook

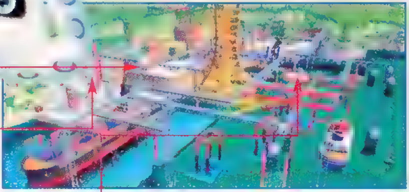


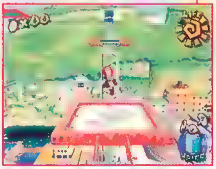
Jump off the ship's smokestack to the girder, then hop on the red-and-white striped hook that slides to and from the catwalk. Ride the hook so your back is to the chain-link panel then jump to the panel.

Flipping Through



Flip through the chain-link gate, then jump to the next chain-link panel. After you flip through the panel's gate, follow the catwalks to the white trampoline pad.



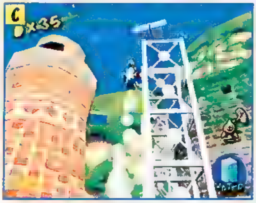


Spring in Your Step

The trampolines will spring you into the air when you land on them, so use them to bounce up to the higher platforms. Along the way, wind enemies will try to blow you off course. After a wind enemy stops circling you, it will charge at you, so be ready to jump. Breeze past the wind enemies and bounce into the yellow cage to claim the Shine Sprite.

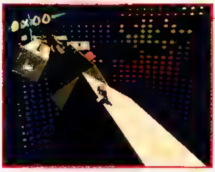
EPISODE 4

THE SECRET OF RICCO TOWER

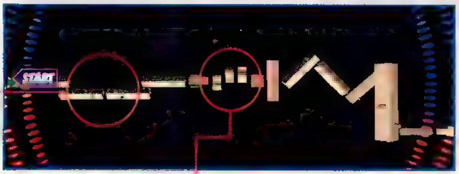


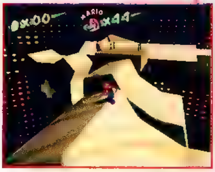
Use the Rocket Nozzle to enter the top of Ricco Tower. To find the Rocket Nozzle, take the underground tunnel to the first rooftop exit. Perform a Side Somersault and hover across the rooftops to reach the special nozzle.

Spinning Blocks



The secret level inside Ricco Tower features spinning blocks. As you run across the length of each block, head toward the side that's flipping toward you so you'll always be on a flat surface.



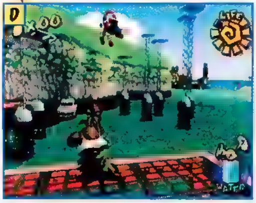


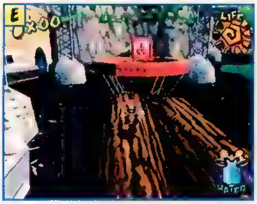
Shifting Gears

When you're on the spinning gears, maintain your balance by running against the gear's rotation (as if you were running on a treadmill). Always run to a level surface to avoid sliding off the gears, and jump to the next gear when it spins your way.

EPISODE 5

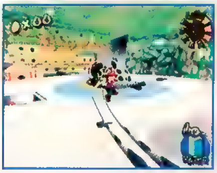
GOOPER BLOOPER RETURNS





Gooper Blooper has relocated to the helipad and he wants a rematch. To confront him, ride the girders carried by the cranes to the orange platform by the submarine. If you talk to the Pianta on the platform, he'll toss you to the helipad. You can also cross the logjam and rocket to the helipad.

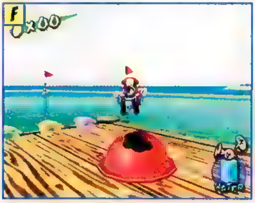
Armed and Dangerous

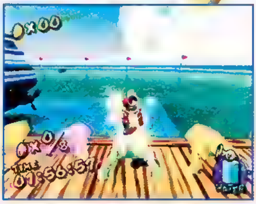


On the helipad, use the same techniques you used to defeat Gooper Blooper in Episode 1. The squid will spin in circles this time around, so be ready to jump over his arms. Spray his eyes, stomp his tentacles, then snap his cork to turn the squid into bait.

EPISODE 6

RED COINS ON THE WATER





In Episode 6, you must Blooper-surf to collect the eight Red Coins in the harbor. Ground-Pound the red button on the dock to summon the coins and start the two-minute countdown. Ride the green Blooper since it's slower and more maneuverable.

① The path of Yellow Coins will lead you to the Red Coins. Follow the path to Red Coin 1.

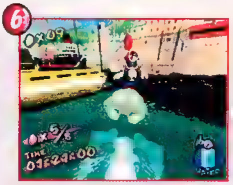
② Gently veer to the left to surf into Red Coin 2, which floats to the right of a buoy.

③ Swerve between the scaffolding and the boat to snag Red Coin 3.

④ Follow the trail of coins as it snakes under the helipad, where you'll find Red Coin 4.

⑤ To snag Red Coin 5, follow the coin path as it curves around the tower platforms.

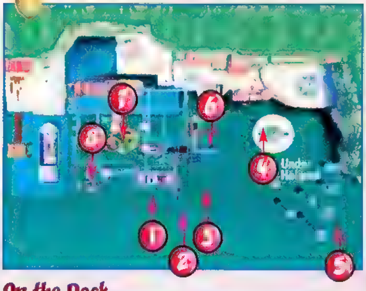
⑥



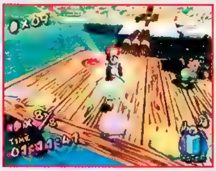
Red Coin 6 floats higher above the water than the other coins. As you approach the yellow submarine, hit A to jump so you can reach the coin.

⑦ Swerve around the sub, then go under the orange platform that's directly beneath the yellow cage. Under the platform, you'll find Red Coin 7.

⑧ Squeeze between the two boats to grab the final Red Coin. After the Shine Sprite appears, be ready to steer clear of obstacles.



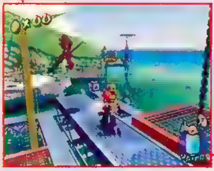
On the Dock



To claim the Shine Sprite, you must jump your Blooper onto the dock. Line yourself up with the Shine Sprite on the dock, then jump just as you reach the pier. With a well-timed jump, you'll be able to skid into the prize.

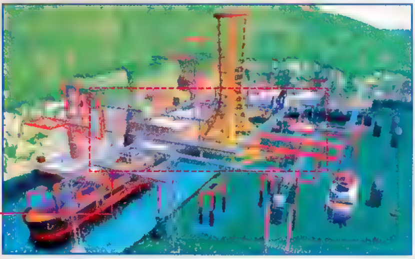
EPISODE 7

SHADOW MARIO REVISITED



Catwalk Run

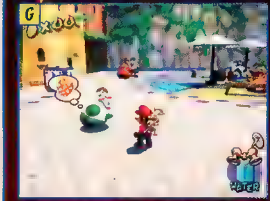
Shadow Mario will flee to the catwalks, so use the ship's smokestack to get to the upper reaches of Ricco Harbor. Carefully navigate the narrow pathways as you chase and spray Shadow Mario. He'll run laps around the catwalks until you've sprayed him silly, so he'll be waiting for you on the high-up walkways if you fall off.

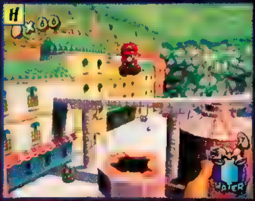


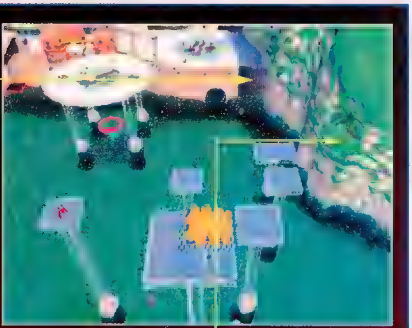
LATER

EPISODE 8

YOSHI'S FRUIT ADVENTURE

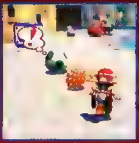






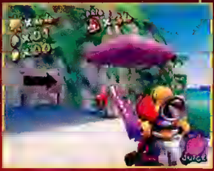
Before you can complete Episode 8, you must first play through Episode 4 of Pinna Park to trigger the Yoshi event in Delfino Plaza. After you've unlocked Yoshi, an egg will appear in Episode 8 at the waterfront market. The egg wants a durian, so pound the tops of the fruit vats until one of the spiky fruits pops out.

Hatching Yoshi



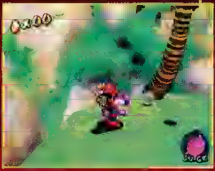
The durian is too prickly for you to pick up, so you must kick or spray it to get the fruit to the egg. When you deliver the durian, Yoshi will hatch.

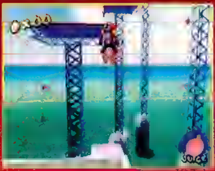
Purple Yoshi



Hop on Yoshi and ride him to the leaping Cheep Cheep fish. Press R to squirt Yoshi juice, which will transform the fish into platforms. Jump on a platform and ride it to the first tower.

Pink Yoshi





Jump and flutter to the cliffside ledge. Spray the palm tree so a green coconut falls down, then feed it to Yoshi. The coconut will transform your purple Yoshi into a pink one. Pink Yoshi juice will transform Cheep Cheeps into platforms that float vertically. Use one of the pink platforms to reach the tower with the caged Shine Sprite. Squirt Yoshi juice to dissolve the yellow shield on the cage.

INTO THE SUNSET

Super Mario Sunshine definitely offers fun in the sun, but it's no vacation. Finding all 120 Shine Sprites is a tough task, and Mario isn't halfway through his adventure. After tidying up Bianco Hills and Ricco Harbor, Mario still has five worlds to explore, including an amusement park and a haunted hotel. Keep on cleaning, because Shadow Mario is far from being washed up and Mario's good name is far from being cleared.

TO SURVIVE, YOU MUST CHANGE INTO A WARRIOR.
TO SAVE HUMANKIND, YOU MUST CHANGE INTO A HERO.
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CHANGE OR DIE.
AVAILABLE FALL 2002
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Xbox™ video game system screenshots shown.
TEEN
T
CONTENT RATED BY
ESRB
Violence
NINTENDO
GAMECUBE
XBOX
PlayStation.2

CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.

FREEKSTYLE
UNLOCK CHARACTERS—PAGE 96

- BATMAN: VENGEANCE GCN
- ETERNAL DARKNESS: SANITY'S REQUIEM GCN
- FREEKSTYLE GCN
- ICE AGE GBA
- JEREMY MCGRATH SUPERCROSS WORLD GCN
- THE LEGEND OF ZELDA: ORACLE OF AGES GBC
- THE LEGEND OF ZELDA: ORACLE OF SEASONS GBC
- MLB SLUGFEST 20-03 GCN
- MONSTER FORCE GBA
- MX SUPERFLY GCN
- NBA 2K2 GCN
- PIKMIN GCN
- REDCARD 20-03 GCN
- THE SCORPION KING: SWORD OF OSIRIS GBA
- THE SIMPSONS: ROAD RAGE GCN
- SUPER SMASH BROS. MELEE GCN
- WOLFENSTEIN 3D GBA

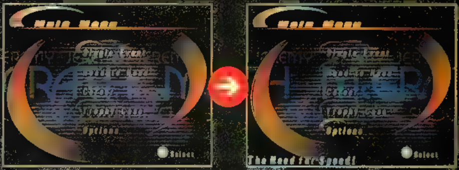
JEREMY MCGRATH SUPERCROSS WORLD GCN

SHOWTIME SPECTACULAR

IMPROVE YOUR SPEED AND STUNT PERFORMANCE INSTANTLY.

Jeremy "Showtime" McGrath and his fellow riders scream out of the gate at turbo speed and fly over the widest gaps with ease when you use a trio of helpful codes. Just for kicks, you can shrink all bikers and make their heads grow, too. Press the Start Button on the title screen to get to the main menu, then use the Control Pad or Control Stick and the Controller buttons to enter the codes listed below. You may have to enter a code repeatedly to make it work. A text message will confirm successful code entry. The size-changing codes are novelties that don't have a big impact on game play, but the performance-enhancing codes could give you the push that you need to earn an armful of trophies and finish way ahead of the competition. We'll discuss the benefits of each power-giving code elsewhere on the page.

CODE	RESULT
DOWN, DOWN, DOWN, L, R, Z	UNLIMITED TURBO POWER
LEFT, RIGHT, UP, DOWN, B, B, B	LIGHT BIKES, BIG JUMPS
UP, UP, Y, Y, X, X	EXTRA BOUNCY SUSPENSION
B, X, R, L, RIGHT	BIKERS WITH BIG HEADS
L, Z, LEFT, RIGHT, B, B	SHRUNKEN BIKERS

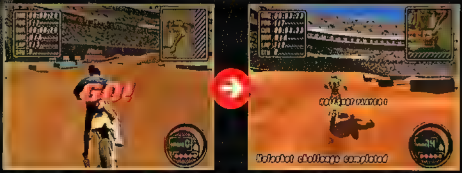


At the main menu, enter any of the codes and look for a text message, which confirms that you've entered the code correctly.

CODES

SUPER SPEED

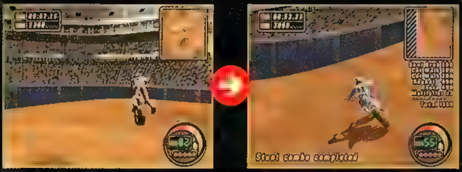
The unlimited turbo boost code allows you to dart out ahead of the competition in races and get big air off ramps in freestyle events. Press and hold the A and Z Buttons as soon as the race begins. You will be able to clear the hole shot challenges with ease and complete laps in record times.



Hit the accelerator and the turbo boost right out of the gate. You'll get the hole shot every time.

HIGH JUMPS AND HAPPY LANDINGS

The code that makes your bike lighter will give you the air time you need to clear big gaps and perform huge trick combos. Just make sure that you don't fly over the gates. The bouncy suspension code will make hard landings much softer.



You'll become an air specialist with the light bike and bouncy suspension codes, and clear the trick combo challenges easily.

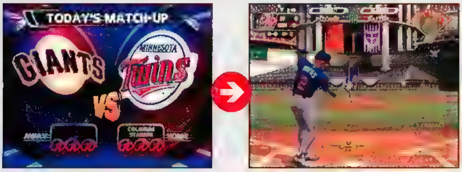
MLB SLUGFEST 20-03 GCN

CODEFEST 20-03 CODES

ENTER CODES TO GIVE YOUR GAME A BURST OF POWER.

MLB Slugfest 20-03 uses a code-entry system that is similar to that of its football cousin, NFL Blitz. After you choose sides and press Start, you'll be able to change the icons at the bottom of the screen by pressing B, A and X. Hit the buttons the number of times shown below and finish by pressing the Control Stick in the direction indicated to trigger each code.

B	A	X	DIRECTION	RESULT
4	4	4	DOWN	UNLIMITED TURBO
0	3	0	LEFT	MAX POWER
0	0	4	RIGHT	WHIFFLE BAT
2	4	2	DOWN	16' SOFTBALL
2	2	2	RIGHT	TEAM TODD MCFARLANE
3	3	3	UP	COLISEUM STADIUM



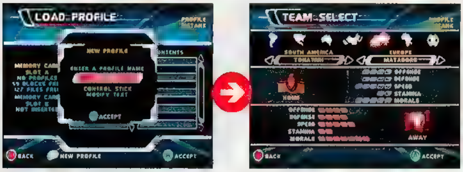
While your game is loading, press B, B, B, A, A, A, X, X, X and Up to turn the baseball stadium into a Roman Coliseum.

REDCARD 20-03 GCN

UNLOCK EVERYTHING CODE

SAVE A SPECIAL PROFILE TO UNLOCK EVERY TEAM AND STADIUM.

Over the course of a World Conquest, you'll take on a handful of fantasy teams, such as the Dolphins. They become available as playable teams after you defeat them. By saving a profile on a Nintendo GameCube Memory Card, under the name BIGTANK, you can unlock all of the teams and their stadiums, along with the ultra-challenging Finals Mode. Load the profile and play.



By using BIGTANK as the name of your player profile, you can unlock every mode and every unusual team in the game at once.

DOLPHINS
SAMURAI

The Dolphins are a high-speed team with good heading skills.

GOAL!
#7 AZTEC
GOALS: 1
TIME: 09:06

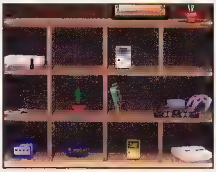
The South American Xochicalco team is high on morale.

SUPER SMASH BROS. MELEE GCN

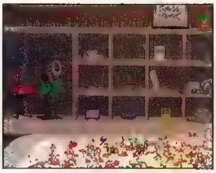
SYSTEM SWITCH TIP

NES TRANSLATES TO FAMICOM WITH A NEW LANGUAGE SELECTION.

If you've collected enough trophies in Super Smash Bros. Melee, you'll be able to pull back in the trophy room to see a variety of Nintendo game systems on the shelves, including the original NES and the Super NES. Change the language selection in the Options menu from English to Japanese. When you take a look at your trophy collection, you'll see that the NES systems have been replaced with their Japanese equivalents, the Famicom and Super Famicom. The Japanese trophy room also features the Virtual Boy system, but it's missing from the English version.



The trophy room displays a full selection of Nintendo systems.

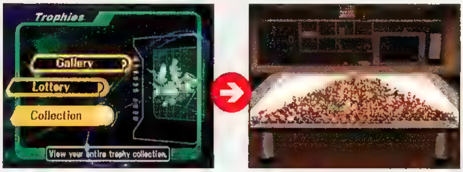


When you switch the language, some systems switch, too.

TROPHY TRICKS CODES

REARRANGE YOUR TROPHIES IN DIFFERENT FORMATIONS.

A large trophy collection can look cluttered. If you want to see your trophies in a new arrangement, you can trigger a repositioning with a key combination. Highlight the Collection entry in the Trophies menu, hold the L Button and press A. Your trophies will appear in a rectangle pattern. If you hold X and press A, they'll appear in an oval. Hold Y and press A for a triangle.



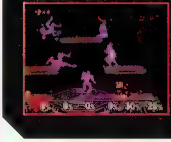
Press and hold the Y Button after you highlight the Collection entry, then press A. You'll unearth a trophy pyramid.

CODE COP:

SUPER SMASH BROS. MELEE

RUNAWAY RUMOR

What started as an April Fool's joke with fake photos in a different magazine has become a Nintendo GameCube urban legend. Sega heroes Sonic and Tails do not appear in Super Smash Bros. Melee, no matter how many knockouts you score in the Cruel Melee battle. We should have nipped the rumor in the bud as soon as it was planted, but we thought it would wither away. It didn't, and e-mail inquiries persist. It's just not true. Code Cop out.



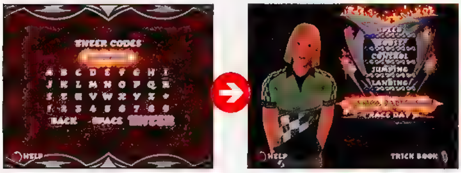
FREEKSTYLE GCN

MAD, SWEET AND OUT OF CONTROL CODES

SECRET CHARACTERS STEP OUT OF THE SHADOWS WITH EASY CHEATS.

Normally, you've got to wait for the unlockable characters to get "in your face" before they turn into player-selectable riders, but four quick codes change that. In last month's Freekstyle review, we revealed the COOLDUDE code that unlocks Clifford Adoptante, the Flyn' Hawaiian. This month, we clue you in on the codes that unlock three more wild racers. Select the Enter Codes option, then key in any of the three codes listed below to unlock the corresponding character. If you're looking for turbo-boost speed and jumping skills, you'll want to ride with Mike Jones. If pure speed and landing ability will send you to the finish line, select Jessica Patterson. Go with Greg Albertyn if pure speed and turbo-boost speed are what you're after, but don't expect a great jumper.

CODE	RESULT
TOUGHGUY	UNLOCK MAD MIKE JONES
BLONDIE	UNLOCK JESSICA PATTERSON
GIMEGREG	UNLOCK GREG "ALBEE" ALBERTYN



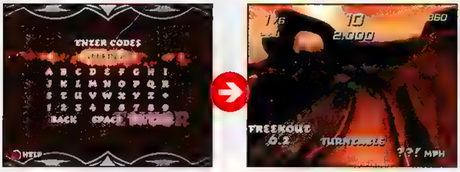
Successful code entry will prompt a message and make a hidden racer available. You can take your new biker into any Freekstyle event.

FREEKOUT FRENZY CODE

FLY THROUGH THE COURSES IN A NEVER-ENDING FREEKOUT.

The blurring speed and amazing air experience that is your 12-second reward for earning a Freekout will last for an entire level when you enter a special code. Use ALLFREEK as a code, then enter a Single Race, a Freestyle event or a Freeride to kick it Freekstyle. A timer will count down for 12 seconds and when it expires, it will restart with another 12 seconds, repeating the process until you're done with the event. In a Single Race, you'll dart out in front of the competition and build such a big lead that you'll keep it, even if you wipe out. For extra speed, hit the turbo boost. It'll last for a full event, too. The one drawback to the code is that it won't work for the Circuit.

CODE	RESULT
ALLFREEK	PERPETUAL FREEKOUT IN SINGLE EVENT MODES



Enter ALLFREEK as a code to blaze through Single Race, Freestyle and Freeride events in a blur. When the timer expires, it will restart.

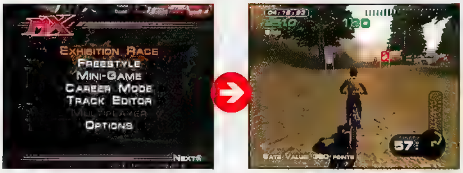
MX SUPERFLY GCN

MX SUPERCODE CODE

UNLOCK SECRET CHARACTERS, TRACKS AND TONS OF MINIGAMES.

Ricky Carmichael may be the star rider of MX SuperFly, but the game's namesake (Superfly) is a disco-loving, platform shoe-wearing rider with a purple and yellow custom bike. You can unlock Superfly, Elrod the Viking, Vanilla Ice, two additional riders, eight tracks and eight minigames with a single code. On the main menu, key in the following button combination: X, Y, L+X, X, L, Z, R+Y. Every unlockable rider, track and minigame will become available.

CODE	RESULT
X, Y, L+X, X, L, Z, R+Y	UNLOCK EVERYTHING



Enter the code on the main menu, then select the Minigames entry. If all minigames register as open, you've entered the code correctly.

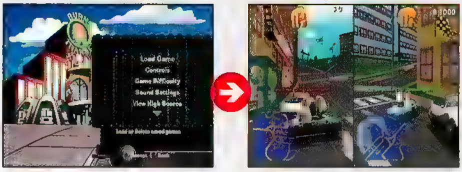
THE SIMPSONS: ROAD RAGE GCN

MORE FOUR-LETTER CODES CODES

MAKE A BIG CHANGE TO TWO-PLAYER GAMES AND SMALL CHANGES TO THE GRAPHICS DISPLAY WITH THREE OPTIONS SCREEN CODES.

CI readers with Road Rage have contributed three new codes to those we printed in Volumes 157 and 159. Highlight the Options menu, press and hold the L and R Buttons, then key in any of the four key codes listed in the table below. A chime will confirm successful code entry. Back out of the Options menu by pressing the B Button, then select a mode and play the game.

CODE	RESULT
HOLD L+R AND PRESS Y, Y, Y, Y	VERTICAL SPLIT SCREEN
HOLD L+R AND PRESS B, B, A, A	OUTLINES AROUND OBJECTS
HOLD L+R AND PRESS Y, B, B, X	NO MAP



Hold L+R on the Options menu and press Y, Y, Y, Y. When you go into a two-player game, the screen will be split vertically rather than horizontally.

The B, B, A, A code puts outlines around some objects.

The Y, B, B, X code removes the map from the game screen.

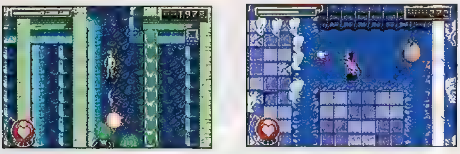
MONSTER FORCE GBA

POWERFUL PAIR CODE

BRING TWO OF DR. PERCY FRANKENSTEIN'S NEW CREATIONS TO LIFE.

Two of Dr. Percy Frankenstein's monsters wander the castle grounds, waiting for you to find them. You can discover and adopt the monsters over the course of your Monster Force adventure, or you can access them instantly on the Character Select screen with a code. Press L, R, B and Right all at once. Character selections for monsters Mina and Drew will pop up. Mina has a shocking Electric Attack, and Drew can conjure up a damaging Bat Attack.

CODE	RESULT
ON THE CHARACTER SELECT SCREEN, PRESS AND HOLD L+R+B+RIGHT	TWO NEW CHARACTERS



Mina and Drew are welcome additions to the Monster Force. Dr. Victor has rescued them from the grounds and given them powerful attacks.

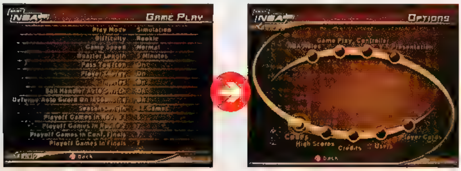
NBA 2K2 GCN

DEVELOPER TEAM TRIPLE THREAT CODE

UNLOCK THREE TEAMS BY USING A HIDDEN CODE FEATURE.

The NBA 2K2 code entry interface is hidden away in the Options menu. Go to the Options/Game Play screen, press and hold Left on the Control Pad and Right on the Control Stick, then press the Start Button. Press B to switch back to the Options menu. You'll see a Codes entry. Select the new entry and press A to go to the typewriter-style code entry screen. Enter MEGASTARS (one word in all capital letters) as your code. A message will confirm successful code entry. Three new teams will be available in Exhibition and Street games. The NBA 2K2, Sega Sports and Visual Concepts teams are made up of the game's developers. Each team is maxed out in stats, with ratings of 100 in offense, defense and overall basketball greatness. The NBA elite will be no match for your squad of 3-D artists, programmers and producers.

CODE	RESULT
MEGASTARS	UNLOCK THREE DEVELOPER TEAMS



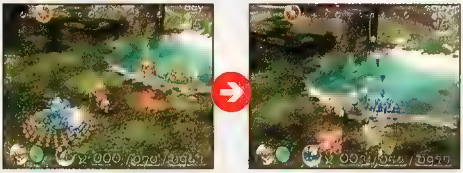
On the Game Play screen, press and hold Left on the Control Pad and Right on the Control Stick, then press the Start Button. You won't hear a confirmation sound, but you will see a Codes entry when you return to the Options screen.

PIKMIN GCN

WATER WINGS STRATEGY

RECRUIT BLUE PIKMIN TO TOSS YOUR OTHER PIKMIN OUT OF THE WATER.

Blue Pikmin can swim. Red and Yellow Pikmin sink. If a nonswimming Pikmin wanders into water, Captain Olimar can save the creature by rushing into the water and tossing it to the shore. Blue Pikmin also have a mind for safety. If any of your Pikmin are struggling in the water close to shore, you can direct Blue Pikmin into the water to save their troubled counterparts. A Blue Pikmin will grab a struggling Red or Yellow Pikmin and toss the creature to dry land.



Blue Pikmin will grab other Pikmin that are struggling in the water and throw the nonswimming sprouts to shore.

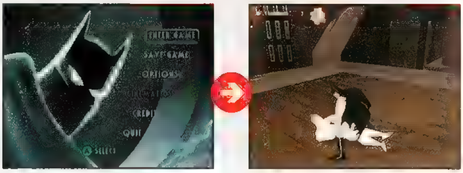
BATMAN: VENGEANCE GCN

IN A BIND CODE

GET YOUR HANDS ON AN UNLIMITED SUPPLY OF CUFFS WITH A CODE.

In Volume 156, we gave you a code that rewards you with unlimited Batarangs. Another code gives you a lifetime's supply of handcuffs. Enter the combination shown below on the main menu to collect all of the thug-busting cuffs that you'll ever need.

CODE	RESULT
X, Y, X, Y, L, R, R, L	UNLIMITED HANDCUFFS



Enter the unlimited handcuffs code on the main menu. When you start the game, you'll see a cuff total of 99 that will never deplete.

TRASH CAN TIP:

ALL-STAR BASEBALL 2003

CREDITS, COMMENTS

The All-Star Baseball 2003 credits are accessible from the Special Features menu. By pressing Up and Down, you can cycle through the credit entries. If you press the A Button on some of the credit entries, you'll hear comments from or about the credited person. Of note are the comments from Arizona Diamondbacks announcer Thom Brennaman, who offers interesting recollections about the Diamondbacks' championship season.

ALL-STAR BASEBALL

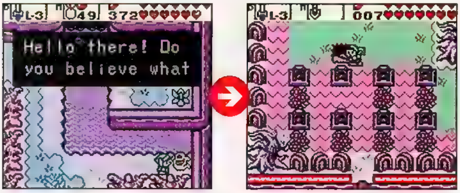
AGES ADDITIONS

EARN ITEMS IN YOUR PASSWORD-LINKED ORACLE OF AGES GAME BY RETURNING TO YOUR COMPLETED ORACLE OF SEASONS ADVENTURE.

Finishing one of Link's awesome Game Boy Color adventures earns you a password that allows you to play the next adventure with some new features and secrets. Last issue, we discussed how to earn new items while playing a password-linked Oracle of Seasons game. This issue, we'll explore a password-linked Oracle of Ages adventure.

COUNTING ON SPIRITS

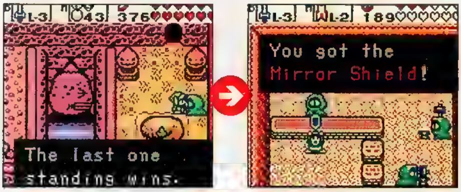
After you complete Spirit's Grave, the first dungeon in your password-linked Oracle of Ages game, you'll discover a stray ghost near Syrup's Magic Potion Shop, in the northeast section of the graveyard. The ghost will hand over a five-character password and tell you to find the grave in the Oracle of Seasons graveyard that is not decorated with flowers. When you return to your Oracle of Seasons saved file, you'll find the unmarked grave in the southwest section of the cemetery. Dig a hole next to the grave to discover an underground passage. You'll discover a ghost who will ask for the new password then challenge you to a ghost-counting minigame. If you win the game, the ghost will offer you a Heart Container and another password. Return to your Oracle of Ages game and give the new password to Farore, the Oracle of Secrets, in the Maku Tree. She'll reward you with an additional Heart Container for your Oracle of Ages adventure.


Hello there! Do
you believe what

A graveyard ghost in Oracle of Ages points you to a grave in Oracle of Seasons. Dig there for a minigame and a life-lengthening item.

REBUILD YOUR SHIELD

While exploring the northeast region of Labrynna's past, you'll discover a Subrosian who knows the Subrosian smithy in Oracle of Seasons. The traveler will give you a password to take to the smithy. Return to your saved file in Oracle of Seasons and clue the smithy in on your secret. He'll treat you to a shield upgrade and another password that you can take to Farore in Oracle of Ages for more shield power.

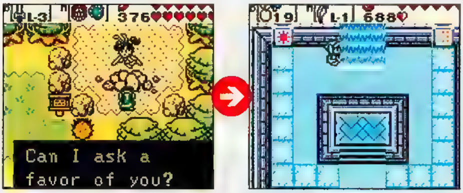

The last one
standing wins.

You got the
Mirror Shield!

The wandering Subrosian in Labrynna's past will give you a password that you can take to the Oracle of Seasons smithy to earn a stronger shield.

HEART HELP

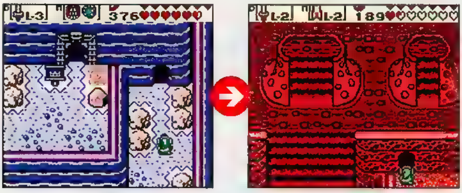
After you clear the Wing Dungeon in your password-linked Oracle of Ages game, you can follow a path to a Heart Ring L-1. Talk to the Great Fairy at the ruins of the Wing Dungeon in present-day Labrynna. She will point you in the direction of the Temple of Seasons in Oracle of Seasons. Once there, you will find the ring behind a waterfall. Take it to Vasu for appraisal, then talk to the Red Snake in Vasu's shop for a password that will earn you the ring in Oracle of Ages. With the Heart Ring L-1 equipped, you will slowly regain health after damaging encounters with enemies.


Can I ask a
favor of you?

The Great Fairy in Oracle of Ages will send you to the Temple of Seasons in Oracle of Seasons, where you will uncover a helpful ring.

BOOMERANG BLAST

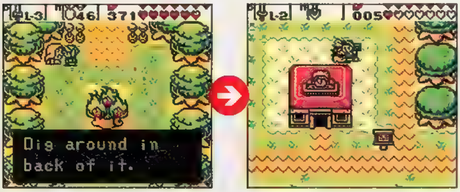
By demonstrating your Boomerang skills, you can earn a moving, minelike Bombchu. When you explore the northeast section of present-day Labrynna in your password-linked Oracle of Ages game, you'll find a Subrosian inside one of several caves. The Subrosian will tell you about his homeland and give you a password that you can take to your saved Oracle of Seasons game. From your experiences in Subrosia during your Oracle of Seasons adventure, you may remember a cave that was empty, save for a series of rocks that lined the walls. When you enter the game in your completed Oracle of Seasons game, you will discover a Subrosian who will ask you for a secret. If you give him the password that you collected from the cavebound Subrosian in Oracle of Ages, he will give you a chance to play a minigame. The object of the game is to cut every blade of grass in the cave with three tosses of your Boomerang. Even though you can direct the movement of the Boomerang while it's in midair, the minigame is quite challenging and may require several tries. Once you've chopped down all of the grass, the Subrosian will reward you with a Bombchu and a password that you can take to Farore in Oracle of Ages for another Bombchu.



Enter a cave in present-day Labrynna to discover a Subrosian who will send you off to his homeland. Once there, you'll enter a minigame cave.

SWORD PLAY

After you complete Skull Dungeon, a woman will give you a password and a clue about the clock shop. Fire up your Oracle of Seasons Game Pak and enter Horon Village. By digging a hole behind the shop, you'll find a passage to the underground, where you will enter a sword-swinging minigame. Once you clear a wave of enemy creatures, you'll earn a sword upgrade and a password for Farore in Oracle of Ages.

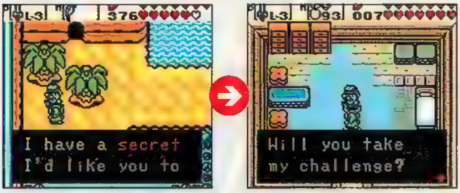


Dig around in back of it.

Talk to the woman outside Skull Dungeon for a clue, then go to the Horon Village Clock Shop's backyard and dig to a minigame cave.

WATER RING

A pupil of the master diver will give you a password in the southwest region of present-day Labrynna. Take the password to the master diver in the Sunken City of Oracle of Seasons. He'll challenge you to a swimming test. When you pass the test, you'll earn the Swimmer's Ring for increased swimming ability.



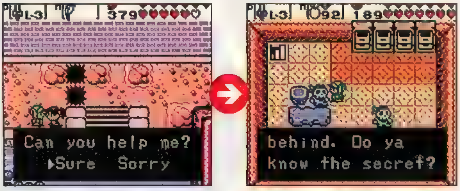
I have a secret I'd like you to

Will you take my challenge?

Talk to a pupil of the master diver in Oracle of Seasons then the diver himself to take a swimming test for the Swimmer's Ring.

ADD EXPLOSIVES

A girl in the central section of old Labrynna will give you a password that you can take to a pirate in Oracle of Seasons. The pirate, hidden away in Subrosia, will ask you to collect 777 pieces of ore. After you collect all of the rock, you'll earn a bomb bag that increases your bomb-carrying capacity.



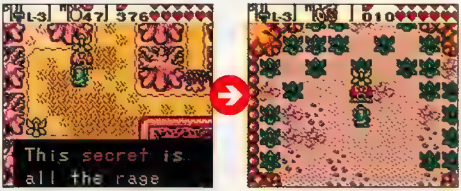
Can you help me?
▸Sure Sorry

behind. Do ya know the secret?

A girl in Labrynna's past will give you a password that you can take to a pirate in Subrosia to learn about an ore-collecting challenge.

SECRET TUNE

By communicating with the music-loving Deku Scrubs, you can earn a new Seed Satchel with increased capacity. A scrub in the southwest section of Labrynna's past will give you a password that you can take to a scrub who is in a cave, west of the Sunken City in Oracle of Seasons. Your new password will complete the Scrub's song and cause the creature to give you the satchel.

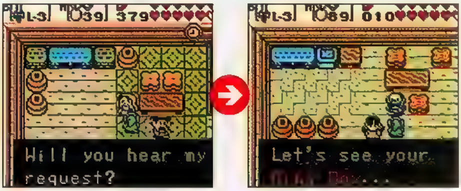


This secret is all the rage

After a discussion with a Scrub in Oracle of Ages, a different Scrub in Oracle of Seasons will give you a bigger seed satchel.

MAYOR MEETING

By passing a message between town leaders in Oracle of Ages and Oracle of Seasons, you can earn a bigger Ring Box. Mayor Plen's grandmother, in Lynna City, will give you a password that you can take to Mayor Ruul of Horon Village. When the mayor gets the message, he'll reward you with the larger Ring Box and a password that you can take to Farore in Oracle of Ages.



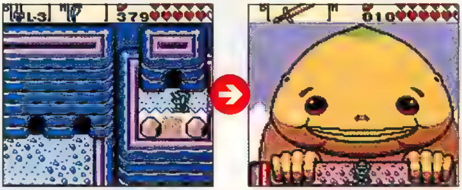
Will you hear my request?

Let's see your

Mayor Plen's grandmother will give you a password that you can take to Mayor Ruul to earn a ring carrying prize.

BIG GORON REWARD

There are a lot of secrets in the caves of northeast Labrynna, in the present day. A Goron in one of the caves will give you a password that you can take to the Big Goron, on Oracle of Seasons's Goron Mountain. If you've already given the Goron Lava Soup, he will give you the Biggoron Sword in exchange for the password.



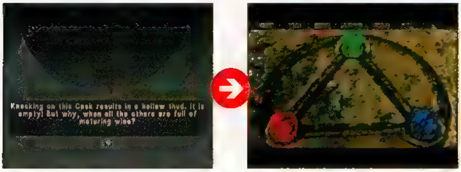
After you enter a remote cave in the mountains of Labrynna, you'll earn a password that will earn you a new sword on Goron Mountain.

ETERNAL DARKNESS: SANITY'S REQUIEM GCN

ROCK COLLECTION TIP

JOURNEY THROUGH THE CATHEDRAL CATACOMBS WITH PAUL LUTHER.

A dark secret lies below the cathedral at Amiens. You'll find your way into the cathedral's catacombs after you discover three precious stones. You'll find the first stone—an emerald—by exploring the cell where Paul Luther is held near the beginning of his chapter. The second stone is a ruby. You'll find it in the chamber that is adjacent to the Old Tower, where you will battle Anthony and finally put him out of his misery. With two of the stones in hand, make your way down to the wine cellar and check each barrel. When you find an empty barrel, open its spigot to reveal a passage that leads to an adjoining room. You'll battle a Horror there and win a sapphire with your victory. Place the Sapphire and the other jewels in holes in the room's pedestal to reveal the entrance to the underground.



Knocking on this Cask results in a hollow thud. It is empty! But why, when all the others are full of maturing wine?

Open the spigot of the empty barrel in the wine cellar for access to a room that is occupied by a Horror. Defeat the beast for the sapphire, then use your three precious stones to open a passage to the catacombs.

WOLFENSTEIN 3D GBA

CONQUER THE CASTLE CODES

GO TO WAR WITH THREE POWER-GIVING CODES.

Before there was Doom, there was Wolfenstein 3D. If you want instant success in the GBA version of the original first-person shooter, you can enter any of three useful codes. Press the Start Button to pause the game, then press and hold the L and R Buttons and key in one of the codes listed below. A sound effect will confirm successful code entry. Release the L and R Buttons and press the B Button to resume play. You'll continue your Castle Wolfenstein quest with a code-enabled advantage.

CODE	RESULT
PRESS AND HOLD L AND R, THEN PRESS A, B, A, A, B, B, B, A	COMPLETE THE CURRENT FLOOR AND ADVANCE
PRESS AND HOLD L AND R, THEN PRESS A, B, B, A, A, A, A, A	COLLECT ALL WEAPONS, AMMO AND KEYS
PRESS AND HOLD L AND R, THEN PRESS A, A, B, A, A, A, A, A	BECOME INVINCIBLE

Options
FLOOR 1

Press Start to pause the game, press and hold L and R, then press A, B, A, A, B, B, B and A to end the current floor and advance automatically.

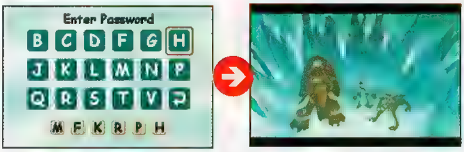
ICE AGE GBA

BREAK THE ICE PASSWORDS

SELECT ANY STAGE OR VIEW GAME ART WITH A PAIR OF PASSWORDS.

If you want to skip ahead to your favorite part of Manny and Sid's adventure, enter NTTTTT as your password. You'll be able to start on any of the game's stages, including the bonus stage that follows Stage 10. You can take a break from the adventure by entering MFKRPH as your password. The game will immediately skip to a selection of single-frame scenes from the game, along with a piece of concept art that focuses on Sid. Press the A Button to cycle through the shots.

PASSWORD	RESULT
NTTTTT	STAGE SELECT
MFKRPH	ART SELECTION


Enter Password
B C D F G H
J K L M N P
Q R S T V
M F K R P H

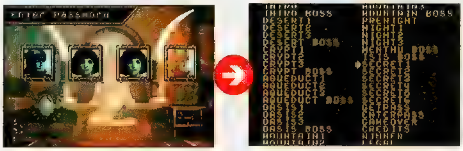
Enter MFKRPH as your password to skip to still scenes and concept art from the Ice Age collection.

THE SCORPION KING: SWORD OF OSIRIS GBA

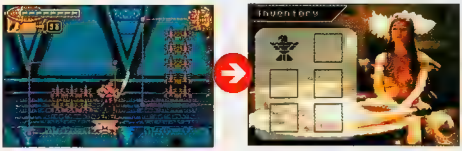
CUT TO THE CHASE PASSWORD

SKIP TO A LIST OF STAGES AND SECRETS WITH A POWERFUL PASSWORD.

The password system for The Scorpion King strings together four pictures of characters from the game. If you put the right pictures together, you can select from a complete list of game stages. The password is shown below: a helmeted character in the first and last slots, surrounding two pictures of Queen Isis. Place the pictures and press the Start Button.


Enter Password
INTRO
INTRO BOSS
DESERT1
DESERT2
DESERT3
DESERT BOSS
CRYPT1
CRYPT2
CRYPT3
CRYPT BOSS
AQUEDUCT1
AQUEDUCT2
AQUEDUCT3
AQUEDUCT BOSS
OASIS1
OASIS2
OASIS3
OASIS BOSS
MOUNTAIN1
MOUNTAIN2
MOUNTAIN3
MOUNTAIN BOSS
PRENIGHT
NIGHT1
NIGHT2
NIGHT3
MENTHU BOSS
ISIS BOSS
SECRET1
SECRET2
SECRET3
SECRET4
SECRET5
SETPASS
ENTERPASS
GAMEOVER
CREDITS
WINNER
LEGAL

Enter the password as pictured and press the Start Button to skip to a long list of stages. Highlight a stage and press Start to begin.



The available stages include secret areas where you can pick up a lot of valuable items.

SEND YOUR CLASSIFIED INFO TO CLASSIFIED@NINTENDO.COM

OR MAIL TIPS TO: NINTENDO POWER CLASSIFIED INFORMATION
P.O. BOX 97033 REDMOND, WA 98073-9733

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TEEN T Violence CONTENT RATED BY ESRB

UNIVERSAL INTERACTIVE

NINTENDO GAMECUBE

PlayStation.2

The Scorpion King: Rise of the Akk[illegible] interactive game © 200[illegible] [illegible] corp[illegible] parents: The Scorpion King is rated PG[illegible]. Con[illegible] www.filmrating[illegible] for more [illegible] [illegible] TM, ® the Nintendo GameCube logo are [illegible] of Nintendo. The ratings icon is a registered trademark of the Interactive Digital Association.

INTENSITY 2K3
EVERYONE
E
CONTENT RATED BY ESRB
NFL
POWERED BY ESPN

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TEEN
T
CONTENT RATED BY
ESRB
Blood
Strong Language
Suggestive Themes

AGGRESSIVE INLINE™

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Step aside, Tony Hawk. Acclaim and Z-Axis have pushed the boundaries of the virtual extreme sports experience.

Pick a Pro

No corners were cut in developing this sprawling, freestyle romp—check out the game's lineup of skaters. Ten professionals are on hand, each displaying a signature style and technique. In addition, two fictional female skaters and a slew of wacky, hidden characters are available.

JAREN GROB

CHRIS EDWARDS

SHANE YOST

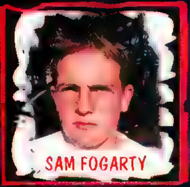
MATT SALERNO

FRANKY MORALES

TAÏG KHRIS

MATT LINDENMUTH

EITO YASUTOKO



SAM FOGARTY

SVEN BOEKHORST

Skate Basics

LACE 'EM UP

Career

Career Mode takes you through seven expansive landscapes, each with its own wild obstacles and challenging objectives. Earn enough points to advance to the next level while improving your skills.

Freeskate

Enter Freeskate Mode to practice the challenges you'll face in Career Mode. Explore every inch of the various locations. The first level is immediately accessible, but you must unlock later areas.

Timed Run

Attempt to set records for the highest score and biggest combo as you perform as many extreme stunts as possible in the allotted time. There's a similar option available in Multiplayer Mode.

Mutiplayer

Aggressive Inline's creative split-screen option will have you and a friend trash-talking in no time. Hunt for eggs, play 21, rescue monkeys or just duel in a traditional trick-off.

Park Editor

Satisfy your inner architect. Pick from four unlockable backdrops and litter the terrain with as many ramps, spines, kickers, pipes, bowls, wedges and rails as your heart desires.

ACCEPTING YOUR MISSION

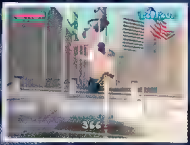
People on the street will present you with various challenges, each worth a different number of points. Press X to chat with anyone who is marked by a spinning bubble. You can also use radios, kiosks and other items marked by bubbles to receive challenges.

JUICED UP

Keep an eye on the meter in the upper-left corner. If it empties, your game is over. Performing stunts and collecting juice containers will fill the meter, which gives you increased speed and power.

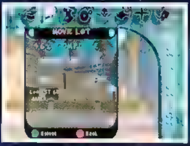
SKY FOR THE PRIZE

Juice Container



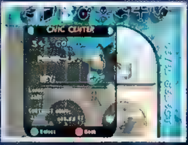
Green and purple juice containers fill up the juice meter, while orange containers increase the size of the meter.

Hidden Key



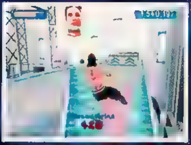
On some levels, you'll be challenged to find a key that unlocks a crazy, new zone on another level.

Power-Up



A power-up will improve your rating for a particular skill. There is one power-up to uncover on each level.

Special Trick



Grab the trick icon to expand your arsenal of stunts. An instructor will teach you how to perform the new trick.

PRACTICE MAKES PERFECT

Unlike in many past extreme sports titles, you don't have the luxury of freely distributing your points. You must improve your attributes through practice. The more you perform a stunt, the easier it will become. Watch your XP points accumulate in the lower-right corner. Remember to grind early and grind often, because grinding is the most valuable talent.

Movie Lot

* 1. Get 100,000 Points (1 pt.)
* 2. 20,000 Point Trick (1 pt.)
* 3. 5 Bike Racks in One Trick (2 pts.)
* 4. Skitch a Bus (1 pt.)
5. Grind 2 Traffic Lights (3 pts.)
6. Get on the Guard House Pipe (2 pts.)
7. Grind Cliff Edge (1 pt.)
8. Upper Quarter Pipe Transfer (1 pt.)
* 9. Mausoleum Transfer (1 pt.)
* 10. Rocket Grab Transfer Photo (1 pt.)
11. Front Flip Transfer Photo (1 pt.)
* 12. 40,000 Point Timed Run (1 pt.)
13. 60,000 Point Timed Run (1 pt.)
14. Grind the Boulder Chains (3 pts.)
15. Get 500,000 Points (1 pt.)
16. Get 1,000,000 Points (1 pt.)
17. Grind the Third Traffic Light (2 pts.)
18. Grind Cable above Tree (2 pts.)

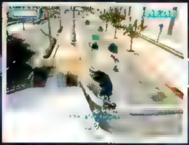
Key found in the Boardwalk Area

19. 5,000,000 Accumulated Points (1 pt.)
20. Wall-Ride Chalkboard (1 pt.)
21. 100,000 Point Trick, 3 Wall Rides (2 pts.)
22. Get the Museum Backroom Key (1 pt.)
23. 600,000 Point Timed Run (1 pt.)
24. Grind the Four Small Switches (2 pts.)
25. Grind the Large Switch (3 pts.)

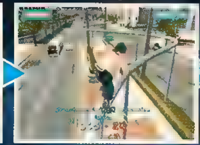
Bonus Stat: Jump

* To unlock the next level, you must obtain eight points from the current stage. The easiest challenges are marked with asterisks—they'll give you a simple combination of tricks that will unchain the next thrilling scene.

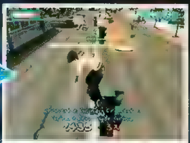
Challenge 5: Grind 2 Traffic Lights



Build up your grind rating by practicing on street curbs and bike racks. When you're ready for the first big challenge, return to the starting point and grind down the right rail.

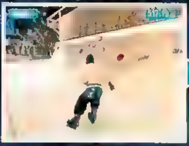


About halfway down, leap onto the curvy rail hovering above. Keep your balance by delicately adjusting the Control Stick in accordance with the vertical bar over your head.

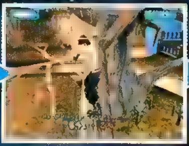


At the end of the rail, jump off and land on the first traffic light. Jump again to grind the next one. If you're ambitious, try grinding on the ledge of the building below.

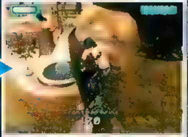
Challenge 7: Grind Cliff Edge



You can head up the ramp near the entrance to the sound stage and grind across the lights to reach the cliff. An easier route opens only after you've completed the 60,000-point challenge.

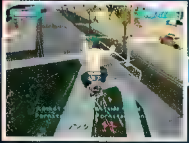


If you earned access to the easy route, transfer onto the tree and grind across the branches, maintaining your balance. Prepare to jump across to the cliff on the other side.

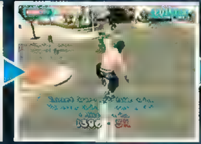


Once you reach the cliff, slow down and position yourself. Grind carefully around the treacherous edge to complete the challenge. If you fall, you'll have to start the process over.

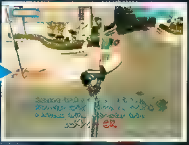
Challenge 17: Grind the Third Traffic Light



If you've tackled the first two traffic lights successfully, return to the start of the level and skate down the far-left path. Use the wooden ramp to land on the ledge above.



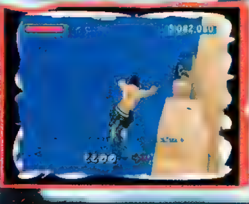
Leap to your left, onto the higher ledge, then jump to the right to grind the second traffic light. You'll need lots of speed and a well-timed jump to reach the second light.

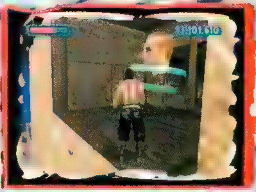


Grind all the way down the second traffic light and prepare to jump left to grind the third light. If you have trouble, head to nintendopower.com for more tips and video footage.

Special Trick: Double Flat Spin

Skate to the far end of the sound stage and find the wooden path that's behind the haunted mansion. Perform a wall ride on either side of the alley—jump from wall to wall until you reach a window at the top of the mansion. Bouncing up the walls is not an easy task. Prepare to be frustrated during your first several attempts. Too much speed can be a hindrance, so don't try this stunt when your meter is full. Once inside, you will find a special trick, the double flat spin.





Civic Center

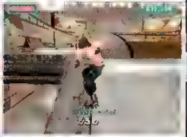
*1. Get 250,000 Points (1 pt.)
*2. 35,000 Point Trick (1 pt.)
3. Skatepark Pipe Transfers (2 pts.)
4. Grind the Light Wires (2 pts.)
5. Get into the Bowl Held by Guy (2 pts.)
*6. 75,000 Point Timed Run (1 pt.)
*7. 110,000 Point Timed Run (2 pts.)
8. Grind Transfer Lookback Judo Photo (2 pts.)
9. Grind the Statue Wings (1 pt.)
10. Transfer From Wing to Sword (1 pt.)
*11. Handplant the Gargoyle Heads (1 pt.)
12. Grind the 3 Wires to the Big Ball (2 pts.)
13. Grind the Hands of the Clock
14. 40,000 Points in Bus Pipes (1 pt.)
15. Grind the 4 Window Ledges (2 pts.)
16. Grind the Justice Beam (2 pts.)
17. Wall-Ride the Broken Statue (1 pt.)
18. Grind the Fireworks Rail (3 pts.)
*19. Get 600,000 Points (1 pt.)
*20. Get 1,500,000 Points (1 pt.)
21. Fetch the Three Parrots to the Chef (3 pts.)
22. Returned Skates (1 pt.)

Key found in the Museum Area

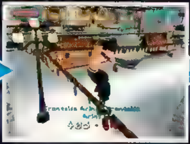
23. Get 5,000,000 Points (1 pt.)
24. 350,000 Point Trick (3 pts.)
25. Jump Over Both Trains (1 pt.)
26. Grind on the Train (1 pt.)
27. Grind Transfer between Two Trains (1 pt.)
28. Grind the Rail From 3rd to 1st Floor (1 pt.)
29. 5 Benches in One Trick (2 pts.)
30. Grind an Awning (2 pts)
31. Grind, Swing, Grind Torch Statue (2 pts.)
32. 600,000 Point Timed Run (1 pt.)
33. Find the Airfield Key (1 pt.)

Bonus Stat: Speed

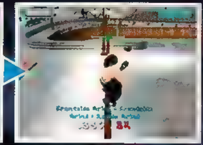
Challenge 4: Grind the Light Wires



The light wires form a square in the middle of the Civic Center. Skate down the snowy ramp that's near the wires and grind one of the short walls. From there, you can jump onto the wires.

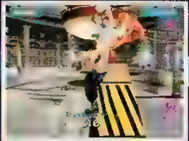


Enjoy the view from above but don't forget to keep an eye on your balance meter. Making sharp turns along the wires requires massive amounts of concentration, so don't get lazy.

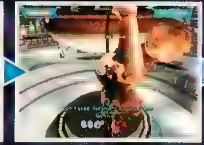


If you feel like taking a risk, try attempting different grinds while up on the wires. More maneuvers will earn more points but also increase the odds of your falling to the ground.

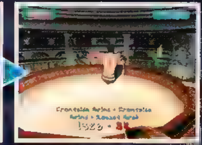
Challenge 5: Get into the Bowl Held by Guy



From a distance, you can see that the two wires extending from the statue's hands lead to a pair of tiny, yellow ramps. The path behind the statue will take you to the ramps.

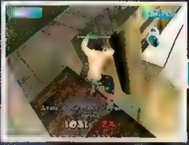


Use one of the ramps to launch onto the wire that leads to the bowl. Accessing a ramp is a challenge in itself. You'll first have to jump onto the ledge that leads toward the ramp.

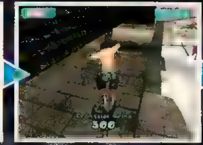


Once you've managed to grind the wire, you'll have to execute a perfectly timed jump to land inside the bowl. You will likely suffer several failures before succeeding.

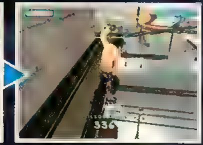
Challenge 12: Grind the 3 Wires to the Big Ball



Follow the first wire to a statue of a man holding a bowl. Grind into the bowl and jump onto the wire. For the next two wires, you'll need to find a ramp that leads to a ledge.



Use the ramp to launch onto the lowest available ledge. Watch for a small hump that will allow you to reach a wider ledge. When the track meets the wall, jump to the next ridge.



Grind the wall until you reach the wire that's connected to the ball. Repeat the process for the final wire. Once you touch all three wires, the challenge will be complete.

Special Trick: Bio 900

In one instance, you can control the hands of time. Reach the clock tower, grind across the hands of the clock and return to the balcony below. You'll notice that the doors to the balcony have opened. Grind down the long wire that drops into the opening and collect the next special trick, known as the Bio 900.

Industrial

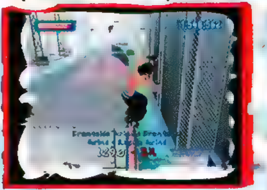
* 1. Get 300,000 Points (1 pt.)
2. 45,000 Point Trick with 3 Vaults (2 pts.)
* 3. Grind 4 Robot Arms (2 pts.)
* 4. 10 Grinds in a Single Trick (1 pt.)
5. 100,000 Point Timed Run (1 pt.)
6. Grind the High Rail (3 pts.)
7. Flip the Switch (2 pts.)
* 8. Pipe Transfer Photo (1 pt.)
* 9. Get 750,000 Pints (1 pt.)
* 10. Get 2,000,000 Points (1 pt.)
11. Grind the Last 2 Robot Arms (2 pts.)
* 12. Clear the Junkyard (1 pt.)

Key found in the Cannery Area

13. 4,000,000 Accumulated Points (1 pt.)
14. 400,000 Point Trick (2 pts.)
15. Grind Transfer - Bio Flip (2 pts.)
16. Grind the Junkyard Sign (1 pt.)
17. Grind the Test Switch (2 pts.)
18. 500,000 Point Timed Run (2 pts.)
19. Pornstar Grind Photo (1 pt.)
20. Get the Cannery Key (3 pts.)

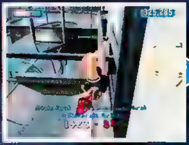
Bonus Stat: Grind

Special Trick: Superman

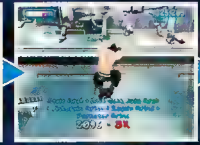


A new bowl will open after you flip the switch in challenge seven. Ride the bowl onto the rail and grind in either direction until you reach a new room. Skate to the end of the room and zoom up the halfpipe to access a tiny area. Grind across several pipes and edges before reaching the floating head. The new trick is a Superman Late Flip—a stunt that all expert skaters, such as yourself, should know.

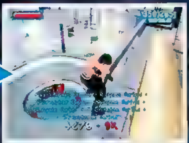
Challenge 6: Grind the High Rail



Chat with the disoriented janitor near the glass tunnel to accept the challenge. Launch out of the halfpipe above the glass tunnel and land on the tube attached to the wall.

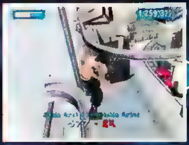


Grind across the piping and hop onto another track of pipes that's to your left. Keep your balance, accumulating points while switching from one style of grind to another.

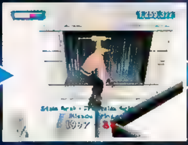


The final leg of the grind is a steep incline, so make sure that you have enough speed to climb the hill. You don't have to make it to the end of the rail to complete the challenge.

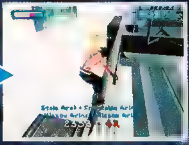
Challenge 7: Flip the Switch



Return to the start of the level and talk with the scientist to get the assignment. Go back into the halfpipe above the glass tunnel and grind the rail attached to the other wall.

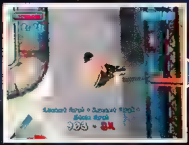


Once again, you will grind the pipe until you spot another track in front of you. Transfer to the next line of piping and keep grinding until you see a large opening.

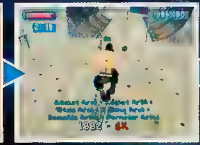


Hop onto the ledge of the window and grind to the right. Continue forward, maintaining your balance and sustaining as much speed as possible until you reach the switch.

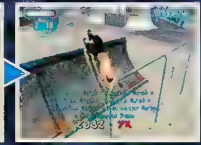
Challenge 12: Clear the Junkyard



Your next assignment comes from an old computer. From the start of the level, turn around and jump the halfpipe to reach the balcony. Enter the door to access the junkyard.



Before beginning the challenge, you'll have the opportunity to clear items away from the junkyard—which provides no real benefit and takes points away from your score.



You'll have plenty of time to acquire the necessary points. Jump from horizontal bars to vertical grinds to accumulate big scores in a hurry. Combo jumps are also high in value.

Grinding It Out

Believe it or not, you've only scratched the surface of Aggressive Inline. You'll soon be grinding down roller coasters, leaping off boats, flipping over airplanes and crashing down skeletons. The amazing depth of the settings, variety of characters and bevy of stunts are enough to place Aggressive Inline at the top of the extreme sports video game class.

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PAC-MAN FEVER
Who's coming to your party?
EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence
NINTENDO GAMECUBE
PlayStation 2

Forget the trivia games. [illegible]
Because the Pac-Man Fever party crew is here.
With over 30 wild mini games
that'll keep your party hopping all night.
Your only problem will be
getting everyone to go home.

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[illegible] PlayStation®2 computer entertainment system [illegible]

TRICKS AND TREATS!

FOR THRILLS AND CHILLS THIS HALLOWEEN SEASON, NINTENDO POWER SNEAKS A PEAK AT SEVEN BEWITCHING TITLES THAT ARE HEADED (OR BEHEADED) TO NINTENDO GAMECUBE.

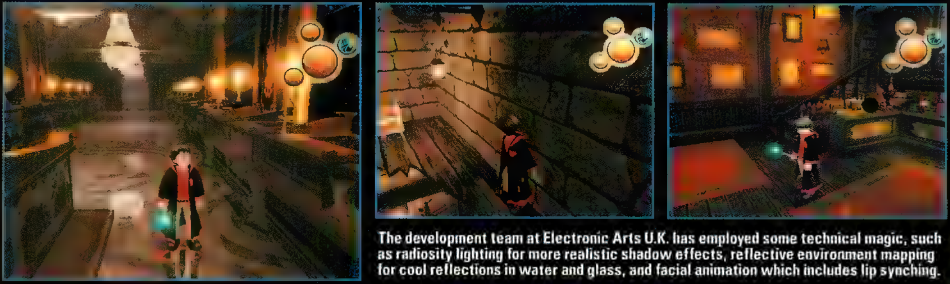
HARRY POTTER AND THE CHAMBER OF SECRETS

PUBLISHER
EA GAMES

RELEASE DATE
NOVEMBER 2002

SCARIEST ACTIVITIES
HIDING FROM PREFECTS AND BATTLING MONSTERS

Harry Potter and the Chamber of Secrets won't be out in time to play on Halloween since it's being released at the same time as the movie in November. But every day at Hogwarts is like Halloween, with magic, mayhem and mystery around every corner. The first Nintendo GameCube Harry Potter title is likely to cast a spell over players of all ages and interests. It starts with a flip-book introduction that covers the warning of Dobby the house-elf, Harry's rescue in the Weasley family's flying car and his accidental Floo powder journey to Knockturn Alley. Game play begins with a trip to Gringotts Bank, shopping in Diagon Alley and Harry's return for year two at Hogwarts. During the daylight hours, Harry will attend classes and learn new spells, and, at night, he'll sneak about solving mysteries. Boss characters include the Whomping Willow, Aragog the spider and the Basilisk. EA Games's 3-D adventure is sure to be a magical journey.



The development team at Electronic Arts U.K. has employed some technical magic, such as radiosity lighting for more realistic shadow effects, reflective environment mapping for cool reflections in water and glass, and facial animation which includes lip synching.

RESIDENT EVIL ZERO

PUBLISHER
CAPCOM
RELEASE DATE
NOVEMBER 2002
SCARIEST ACTIVITY
ENTERING NEW ROOMS

THE EVIL ZOMBIES DO

Player's who love a good fright know that nothing beats Capcom's Resident Evil series for horror and thrills. This fall, a new beginning chapter to the haunting saga of Raccoon City will unfold exclusively on Nintendo GameCube. Resident Evil Zero begins on a dark and stormy night in 1998, with rookie cop Rebecca Chambers of the S.T.A.R.S. Bravo team heading toward the ill-fated town. When the team's helicopter is forced to crash-land, the team splits up and heads for Raccoon City, where a series of bizarre murders has been reported. On the way, Rebecca discovers a train filled with mangled bodies and a mysterious escaped convict named Billy. The action starts to roll when the train begins moving. Suddenly, Rebecca and Billy become separated, and the zombified travelers return to life with a terrible hunger.

It all begins on a train of terror, but you'll stop the train eventually and explore other locations—unless one of your characters is munched into submission by the zombies. Both characters must survive.

CREEPING AROUND

Capcom's Shinji Mikami established the survival-horror genre of games with the first Resident Evil title. The basic idea of any Resident Evil experience is that your character is beset by hideous creatures and you must somehow keep your character alive until you can extricate him or her from the madness. You'll use weapons, pick up items, solve puzzles and step into each new room with your heart pounding from the expectation of facing some new horror—usually a zombie that lurches forward, hoping to feed on your neck. What makes it all work is a combination of stunning cinematic effects, musical and sound cues that maintain the tension, and a great balance between action and puzzle-solving challenges.

HOCUS FOCUS

Resident Evil Zero outperforms all previous RE titles in several ways. The most obvious improvement is in the graphics. You'll see hauntingly realistic characters, settings and objects, which rival the finest computer-graphics effects from Hollywood. For instance, imagine a dining car on the Ecliptic Express, chandeliers gently swaying overhead as the train races through the night. A bottle rolls back and forth on a table where it has been knocked over. There's a small fire in the car, which casts flickering shadows against the wall. From the detailed textures to the lifelike animation, Resident Evil Zero is a magnificent visual feast. It's also extremely violent and gory. At press time, the game had not yet been rated by the ESRB. But beyond the graphics, what will grip players is the new Partner Zapping system, which allows you to zap back and forth between Billy and Rebecca. At times, the characters will find themselves separated, yet working together to solve a mystery. They can exchange items and even work as a team, with the secondary character covering the lead character with fire support when needed. Thanks to the Partner Zapping system, Resident Evil Zero requires more strategy than previous Resident Evil games. The flip side of the coin is that if either of the characters loses his or her health, the game ends. Players must keep both characters alive at all costs.

When Rebecca and Billy finally get together, players can control both of them at once. You'll move the lead character with the Control Stick and the second character with the C Stick. If you don't manually control the second character, he or she will follow the first.

TUROK: EVOLUTION

PUBLISHER
ACCLAIM
RELEASE DATE
SEPTEMBER 2002

SCARIEST ACTIVITY
FACING VELOCIRAPTORS ARMED WITH ONLY A CLUB

THE SMELL OF FEAR

Sometimes fear is something you can smell. But in Turok: Evolution, you'll fear being smelled, particularly by the zoo of prehistoric enemies that lurks behind every rock and bush of the Lost Lands. In Acclaim's Turok: Evolution for GCN, the series goes back to its roots. In fact, TE is a prequel to the original Turok game for the N64. The story begins with Tal'Set—father of the Turok clan—who finds himself warped to the Lost Lands after fighting his nemesis, Captain Tobias Bruckner. The natives of the River Village discover Tal'Set badly wounded, and they heal him, thinking that he is the promised outsider who will battle Lord Tyrannus. When Tal'Set leaves the village and begins his quest, he learns that Bruckner has been warped into the Lost Lands, as well, and the evil Tyrannus has made him a general in his army of doom.

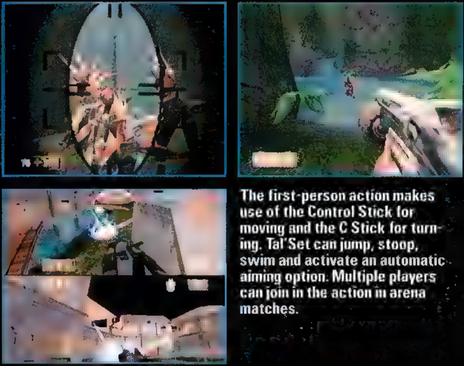
The Lost Lands are full of life and peril. You'll have to use the C Stick to pan all around, looking up and down, to spot the dangers. You're just as likely to be chomped by a small baboon as by a raptor.

A TUROK CLASSIC

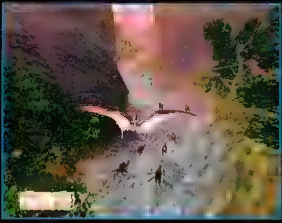
When the original Turok appeared, it made a splash in the gaming world because of its free-roaming exploration, graphic realism, creative arsenal of weaponry and, of course, cool dinosaurs. The sequels that followed added new worlds and enemies and graphics that were always cutting-edge. Turok: Evolution may return to the Lost Lands, but it dares to enter new territory with landscapes that are brimming with detail. In addition to all the animals, there are plants everywhere. You can use stealth or cunning to hunt your enemies. For instance, since most objects are interactive, you can chop down a tree so it will crush a foe. Acclaim Studios Austin created a new game engine that uses impressive enemy artificial intelligence (A.I.) and a Squad Dynamics System that guides troops to make smart choices, such as taking cover, holding strategic locations and surrendering when there is no hope of victory. Tal'Set even takes to the air on the back of a giant Quetzalcoatlus in some stages.

ARMED TO THE TEETH

Tal'Set begins the game with a sort of battle-ax and a bow and arrows—primitive weapons for a primitive land. Unfortunately, besides the tooth-and-claw variety of enemies, Tal'Set also encounters more sophisticated foes armed with projectile weapons. When you really get into it, you'll blast baddies with the Gravity Disrupter Beam, the Swarm Bore and the Baby Nuke. Collecting items, such as new weapons, ammo, Med Kits and keys to unlock new areas, is a major part of the game. You should expect to see a lot of blood, as well. The ESRB has rated the game Mature and given it the descriptors "Violence" and "Blood and Gore." For players who want graphic realism, heroic battles, huge worlds to explore and mystery, Turok: Evolution is at the top of the food chain.



The first-person action makes use of the Control Stick for moving and the C Stick for turning. Tal'Set can jump, stoop, swim and activate an automatic aiming option. Multiple players can join in the action in arena matches.



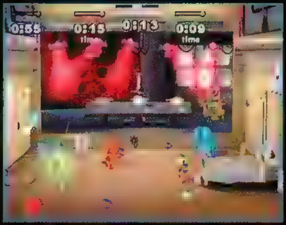
DISNEY/PIXAR'S MONSTERS, INC. SCREAM ARENA

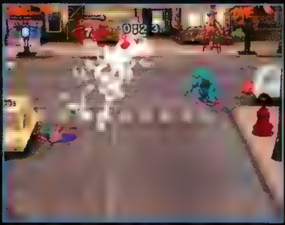
PUBLISHER
THQ

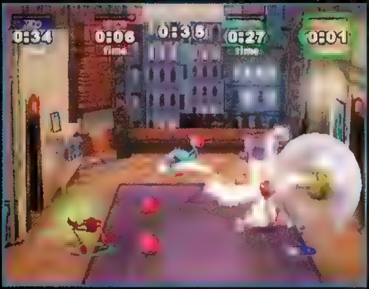
RELEASE DATE
NOVEMBER 2002

SCARIEST ACTIVITY
RUNNING OUT OF LAUGH BALLS

The monsters are out of hiding and into having fun in THQ's creative action game that's loosely based on last year's hit movie from Disney/Pixar. In the game, the hits come when the monster characters play a form of dodgeball. It's all for laughs, literally, because each player uses laugh balls in the hope of filling his or her laugh canister first. Favorite monsters, such as Mike, Sulley, George and Randall, compete in seven stadium arenas inspired by the movie. Crowds of children react to the action by laughing. The real thrill of Monsters, Inc. comes from playing the multiplayer modes, such as Buddy, Party and Team. The action is intuitive and fun for all ages. You're guaranteed to have the last laugh.







Choose from Game Knockout, Countdown, Hot Potato and lots of multiplayer battles for up to four players. The arenas include Harry Hausen's, Locker Room, Laugh Floor, Monsters, Inc. Lobby and the Main Street.

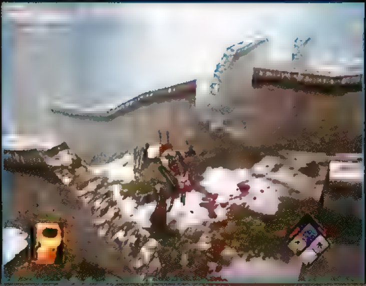
BLOODRAYNE

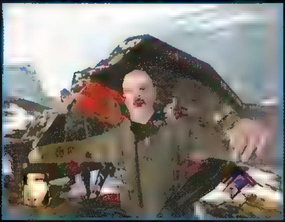
PUBLISHER
MAJESCO

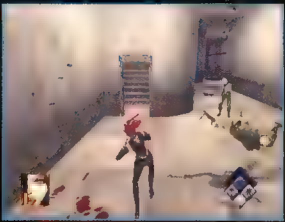
RELEASE DATE
OCTOBER 2002

SCARIEST ACTIVITY
BEING VULNERABLE WHILE DRINKING BLOOD

Agent BloodRayne is not your typical vampire. She's on the side of right, for one thing, battling the Nazis in the years between the World Wars. She uses weapons, too, and she never turns into a bat. In fact, BloodRayne is a half-human, one-woman wrecking crew who must prevent a German madman from finding artifacts of great power in Louisiana, Argentina and Germany. The action takes place in 40 stages. When BloodRayne's energy is depleted, she must regain health by sucking the blood of her foes. There are simple puzzle elements, but BloodRayne is mostly about intense hand-to-hand and small-weapons combat. As you might expect, BloodRayne is very violent and bloody. It had not been rated by the ESRB at press time, but it's clearly intended for older ghouls and creatures of the night.







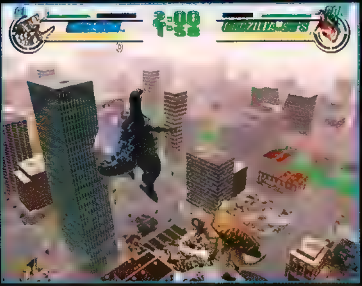
When her Bloodlust meter is full, BloodRayne gains the ability to perform incredible moves that recall the fighting in *The Matrix* and *Crouching Tiger, Hidden Dragon*. At other times, she uses blades and kicks, and she can pick up weapons enemies have dropped.

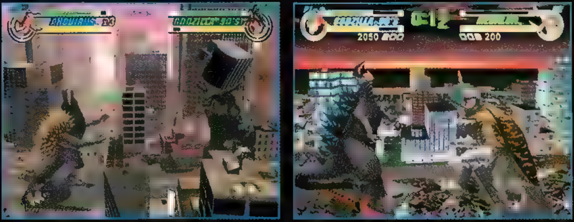
GODZILLA: DESTROY ALL MONSTERS MELEE

PUBLISHER
INFOGRAMES
RELEASE DATE
OCTOBER 2002

SCARIEST ACTIVITY
FACING THE ENDLESS CHALLENGES OF SURVIVAL MODE

Godzilla, Rodan, King Ghidorah, Gigan, Megalon and other monsters from the many Godzilla movies battle everywhere—from Monster Island to Tokyo to San Francisco—in Infogrames' monster basher. In the single-player Adventure Mode, aliens have control over the minds of all the monsters except one. You must take on all the city-stomping critters one-by-one, unlocking new cities as you go. Each battle is a single round, and much of the city is interactive, which means you can stomp it. The melee action is even more fun when you invite a friend over to play. Once you've learned to attack, grapple, use energy beams, throw buildings and pick up the power-up items that appear, you'll be ready to rubble. What better way to spend your Halloween than breathing fire and swatting your tail around?





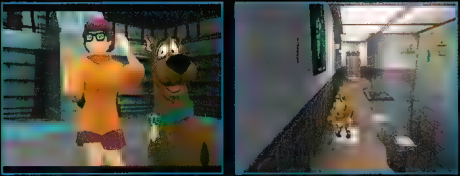
There's more than one way to defeat a monster. In Godzilla: Destroy All Monster's Melee, you can play Survival Mode, Melee Mode, Team Battle Mode and Destruction Mode, which pretty much means crushing every building in a city.

SCOOBY-DOO!: NIGHT OF 100 FRIGHTS

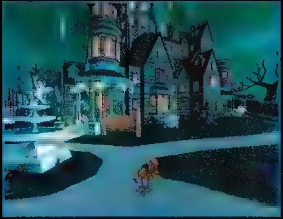
PUBLISHER
THQ
RELEASE DATE
SEPTEMBER 2002

SCARIEST ACTIVITY
RUNNING OUT OF SCOOBY SNACKS

The gang's all here, and so is the laugh track, making Scooby-Doo!: Night of 100 Frights a dead ringer for the classic cartoon. In THQ's first GCN Scooby romp, the Mystery Machine pulls up at a haunted house where an inventor has gone missing. When Fred, Daphne, Velma and Shaggy are kidnapped, it's up to you and Scooby to solve the mystery and get them back. Naturally, you'll need lots of Scooby Snacks to get the job done. You'll also have to find the inventor's secret devices, which will help you reach the 12 stages of the game. The action is 3-D and the camera is fixed, so you may have to work at some jumps. And although there are lots of creepy critters in the house and on the grounds, you'll just have to avoid most of them. It's a fairly gentle game that features the voice talent of Don Knotts, Tim Conway and Tim Curry. The ESRB has rated Scooby E for Everyone. It may not shock you, but it's doggone fun for Scooby-Doo fans of every generation.



Scooby-Doo is on his own tracking down the Mastermind and solving the mystery. To access new areas, you'll need to gather Scooby Snax, keys and inventions. There's plenty of help, so players of all ages should be able to solve the mystery.



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TEEN
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CONTENT RATED BY
ESRB
Violence
XBOX
NINTENDO
GAMECUBE.
PlayStation 2

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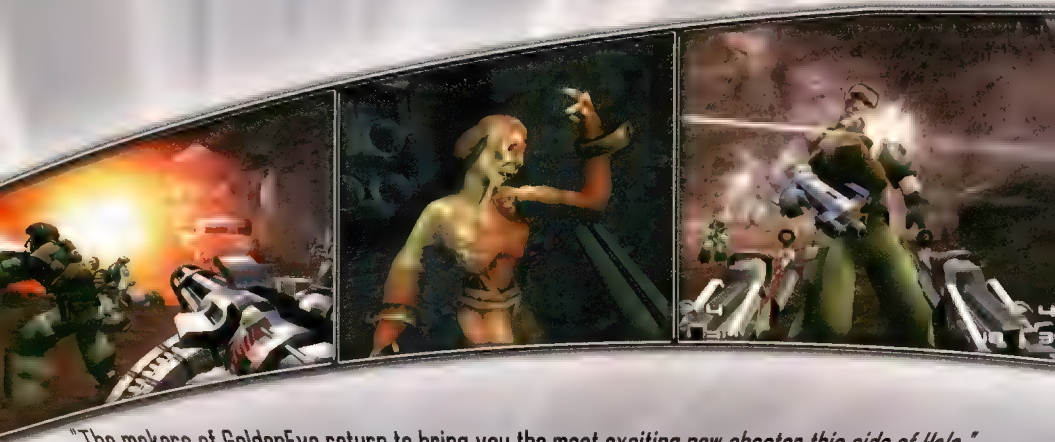

"The makers of GoldenEye return to bring you the most *exciting new shooter this side of Halo.*"
Game Now

" ...the best-looking first-person shooter currently *in development for the PS2.*"
Gamespot.com

" ...a true heir to GoldenEye...*so polished it shines.*"
XBOX Nation

"A brilliant game"
Nintendo Power

"*TimeSplitters 2* is going to be awesome."
IGN.com

"*Looks like one of the best FPS yet.* We can't wait."
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SUPER
MONKEY
BALL
TM

Monkey Madness

There's no business like monkey business, and Sega has proved it's worth going bananas over. Party animals went ape for the first game's roly-poly action and tricky tracks, and Super Monkey Ball 2 rolls out a barrelful of more fun, including 150 new courses, 12 minigames, multiplayer monkeying and a Story Mode.

EVERYONE
E
CONTENT RATED BY ESRB
Violence

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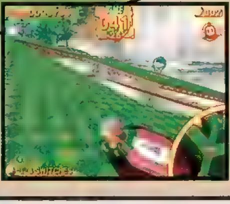
Story Mode

SMB2 sheds light on why the monkeys are stuffed in spheres with the all-new Story Mode—a 10-world challenge in which you play as Aiai, who's racing to foil the villainous Dr. BAD-BOON. The following tips reveal tricks for some of the tougher tracks in Story Mode's first five worlds.

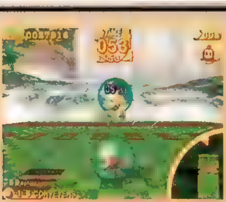
World 1 / Jungle Island

- SIMPLE
- HOLLOW
- BUMPY
- SWITCHES
- CONVEYERS
- FLOATERS
- SLOPES
- SLIDERS
- SPINNING TOP
- CURVE BRIDGE



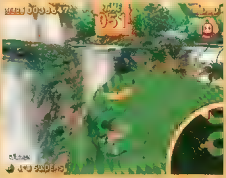
SECRET GOALS

You must race to the goal before time runs out. Some stages, such as the Switches level, feature multiple finish lines. By tripping switches or finding alternate routes, you can uncover a secret goal. If you reach it, you'll rake in a bevy of bonus points.



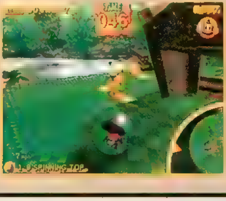
CONVEYERS

In Stage 5, you'll find rows of conveyer belts. All of the belts move away from the goal, so steer clear of them if you can. The first and last belts extend across the entire board, so you must charge at them or you won't have enough momentum to go against the flow.



SLIDERS

In the Sliders stage, you must roll through a banked course that snakes downhill at a steep grade. Whenever you reach a turn, pull back while swerving. If you slow down just enough, you'll be able to grab the bananas at the top of the bank without going over the edge.

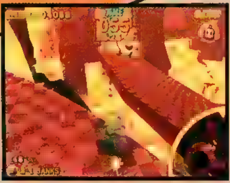


SPINNING TOP

If you're daring and bent on getting bananas, hang out by the edge of the circular platform where the top is spinning. When the top dips toward you, you'll be able to snag some of the dangling bananas. Be sure not to get too close to the top's arms or they'll swat you off the platform.

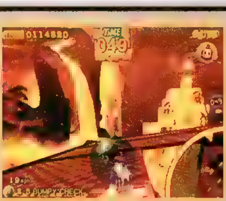
World 2 / Volcanic Magma

- BANKS
- EATEN FLOOR
- HOPPERS
- COASTER
- BUMPY CHECK
- SWELL
- GRAVITY SLIDER
- INCHWORMS
- TOTAL-ITARIANISM
- ALTERNA-TIVE



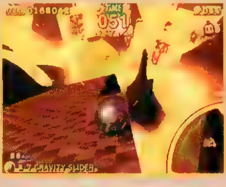
SHORTCUTS

In every stage, you must reach the goal before time runs out. If you finish in half the allotted time or less, you'll win a Time Bonus. You might be able to save precious seconds by rolling onto an adjacent path. With enough speed, you can clear some gaps between legs of the track.



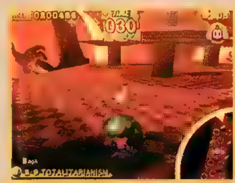
BUMPY CHECK

Missing tiles in the floor make Stage 5 look like a checkerboard. The perimeter of the checkerboard is solid ground, so roll along the outer edges of the stage to reach the goal.



GRAVITY SLIDER

If you roll straight ahead, you'll be able to cruise right into the goal at the bottom of the slope. Bananas float above some of the ramps on the course. You can launch into them, but the hard landing that follows could jostle you off course.

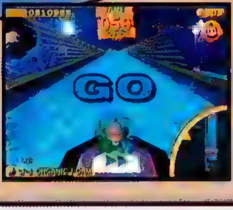


TOTALITARIANISM

Stage 9 hits hard with slamming discs that move up and down like pistons. As soon as you start the level, turn around and roll over the floor switch behind you. The switch will cause the discs to pump more slowly, so you'll have more time to avoid the hazards.

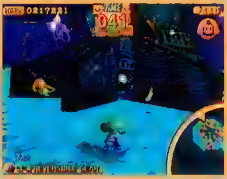
World 3 / Under the Ocean

- ORGANIC FORM
- REVERSIBLE GEAR
- STEPPING STONES
- DRIBBLES
- U.R.L.
- MAD RINGS
- CURVY OPTIONS
- TWISTER
- DOWNHILL
- JUNCTION



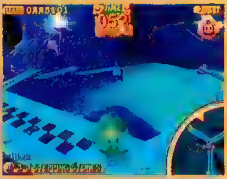
SWITCHES

In some stages, you'll start out on top of an activated switch. Your journey will probably be easier if you deactivate the switch, and you can usually find the off button behind the stage's starting point. Always look for a second switch if there's one at the starting line.



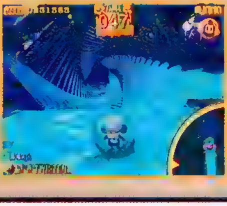
REVERSIBLE GEAR

The single banana marks the spinning gear's only open slot that leads to the goal. Use your map to locate the lone banana. Place yourself in the eight o'clock position (with the far end of the stage being high noon), then barrel into the opening as the single banana spins your way.



STEPPING STONES

The short stretches of track are arranged like stair steps, so you must drop off each pathway to reach the next section below. Cruise along the sides of the paths to avoid the checkerboard gaps in the middle of the track. Take the left path since it's easier than the right one.

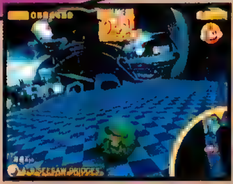


TWISTER

To cross the twisting tunnel, wait in front of it then charge straight ahead just as its segments are aligning into a box shape. Don't wait for the segments to form the box or you won't have enough time to escape the tunnel before it gets bent out of shape.

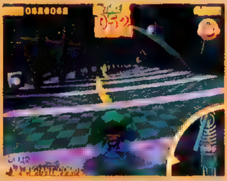
World 4 / Inside the Whale

- PRO SKATERS
- GIANT COMB
- BEEHIVE
- DYNAMIC MAZE
- TRIANGLE HOLES
- LAUNCHERS
- RANDOMIZER
- COIN SLOTS
- SEESAW BRIDGES
- ARTHROPOD



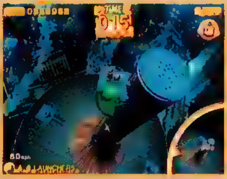
TILT AND TUMBLE

Some paths—such as the ones in the Seesaw Bridges stage—will teeter under your weight. Roll along the center of the pathways as much as possible to avoid tilting the floor. If you must roll to one side, follow up by rolling to the opposite side to restore the balance.



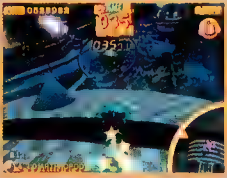
GIANT COMB

The pink lines on the track indicate where the teeth of the spinning comb will sweep. Cross the comb's path carefully and park in between the pink lines to avoid getting swept away.



LAUNCHERS

The goal revolves around a towering spindle. To reach the finish, you must park in front of one of the arrow platforms so that it shoves you forward. When you're airborne, use the map to see where you are in relation to the spindle. Land on top of the spindle so you can drop to the goal.

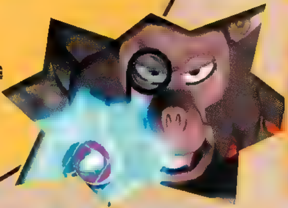


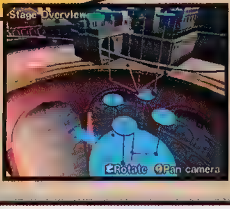
ARTHROPOD

Timing is key in many stages. In Stage 10, timing is everything since the goal is attached to a rotating ring. Don't move until the clock counts down to 40 seconds, then charge straight ahead. Pull back to slow down as you near the final rings so you don't overshoot the goal.

World 5/Amusement Park

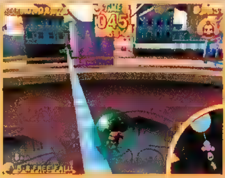
- **WORMHOLE**
- **FREE FALL**
- **MELTING POT**
- **MAD SHUFFLE**
- **BEAD SCREEN**
- **JUMP MACHINE**
- **ZIGZAG SLOPE**
- **TOWER**
- **TOGGLE**
- **FLUCTUATION**





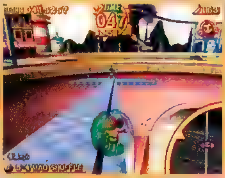
THE MAP

The tracks are unpredictable, so always survey the area before rolling out. If you pause the game and select View Map, you'll be able to take control of the camera and do a flyby to scope out the surroundings for potential hazards and shortcuts.



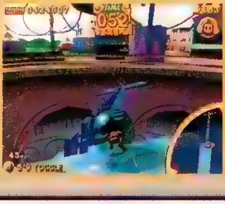
FREE FALL

Multiple goals lie several stories below the narrow pathway. Make like a tightrope walker and carefully navigate the thin strip, then drop onto the large circular platform below. Use the map in the lower-right corner of the screen as your guide.



MAD SHUFFLE

Before you enter the warp door, go behind it and trip the switch to slow down the shuffling platforms. When you cross them, pay attention to when the planks reverse direction. Hop on board as soon as they reverse, then race across. Veer wherever a new plank is rising.



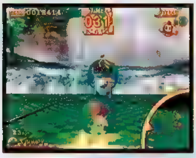
TOGGLE

Alternating planks rotate every other turn. Make your way across just as the planks form a flat surface. Race to the long, central beam then wait for the planks to realign. When you have a smooth driving surface, roll to the goal.

Challenge Mode

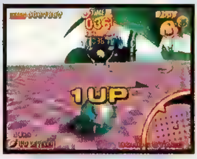
While Story Mode gives you unlimited lives, Challenge Mode tests your skills by starting you out with three tries. Challenge Mode features over 90 stages from Story Mode, and one to four players can take turns playing as Aiai, Meemee, Gongon or Baby.

BEGINNER



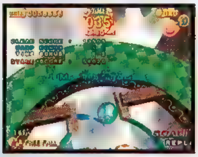
Challenge Mode breaks down into the Beginner, Advanced and Expert circuits. If you finish a circuit without continuing, you'll play the Extra Stages.

ADVANCED



The Advanced circuit features 30 stages. Regardless of the circuit, you'll have a limited number of lives. To earn an extra life, collect 100 bananas.

EXPERT

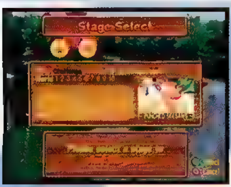


The Expert circuit boasts 50 stages. It's a lot to conquer, but you can skip ahead a stage or two if the level has a secret goal and you manage to reach it.

Practice Mode

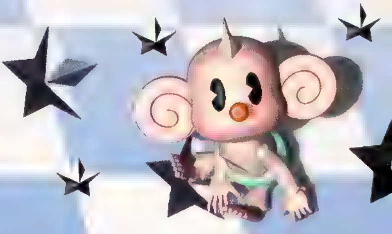
Practice Mode is for one player only. The mode allows you to practice any stage you've completed in Challenge Mode. You can replay the stages as much as you like, and you can play as any of the four monkeys.

PICK A PATH



Stage Select

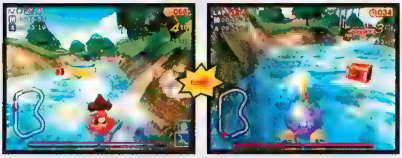
You can polish your technique and work on time-shattering tricks in Practice Mode. Every fifth stage of Practice Mode is a Bonus Stage. To unlock it, you must play the preceding stage in Challenge Mode and exit through the secret goal.



Party Games

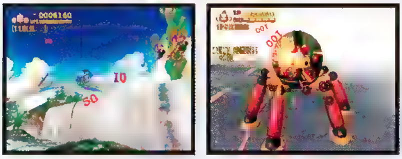
By completing stages, you'll win Play Points, which you can cash in to buy the six brand-new minigames shown below. Each Party Game costs 2,000 Play Points. New and improved versions of the original six Party Games from the first SMB are available for free.

Monkey Boat



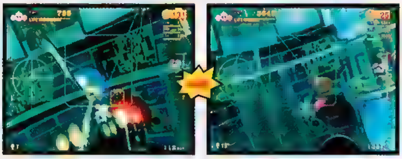
Row, row, row your boat in a river race by tapping the L and R Buttons alternately. Use the meters at the bottom of the screen to time your paddling.

Monkey Shot



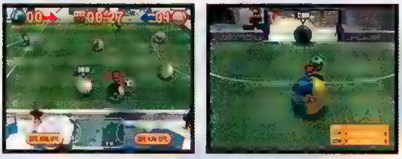
As you're guided through the level, aim your crosshairs at targets and fire away. Defeat the boss to unlock the next difficulty level. If you run out of ammo, rapidly tap B to recharge.

Monkey Dogfight



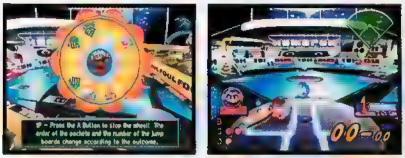
Fly into pineapples to collect guided missiles. If you target a bogey in your sights, your lock-on frame will change color. When it turns red, hit the B Button to unload a guided missile. Hit A to fire bullets.

Monkey Soccer



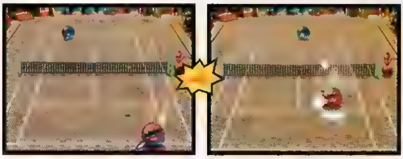
In Monkey Soccer, one or two players can compete in a match to become the Most Valuable Primate. You can also play in PK Mode to see who can score the most penalty kicks.

Monkey Baseball



Spin the wheel to determine how many pockets and jump boards will be on the baseball field. When a ball lands in a pocket, it determines how many bases the batter will run. When a ball launches off a jump board, it's a homer.

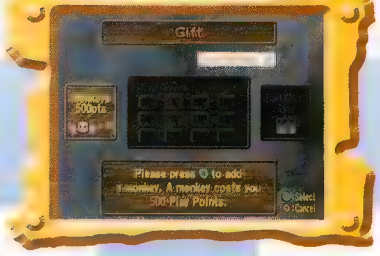
Monkey Tennis



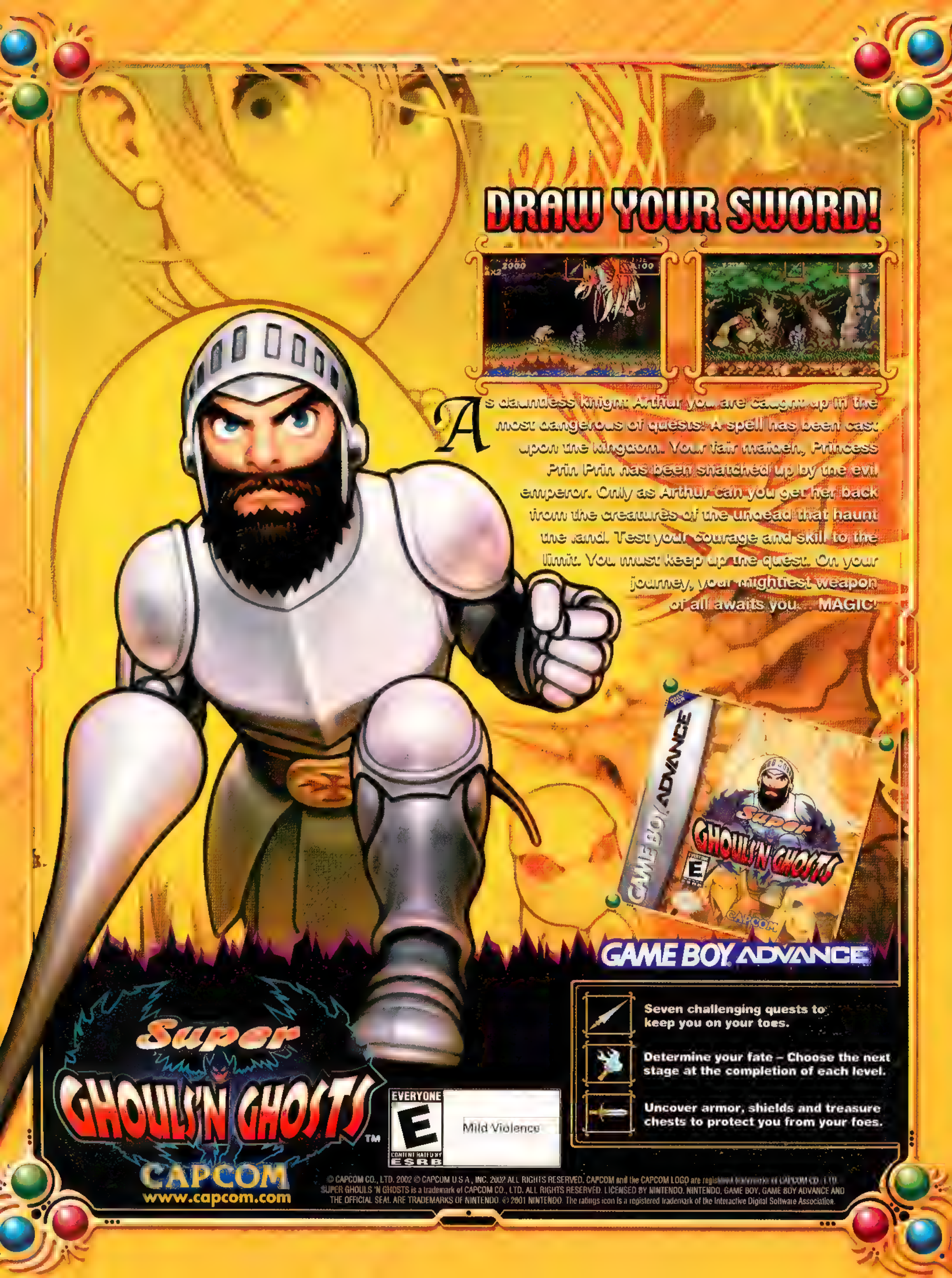
Party animals can monkey around with Singles or Doubles Tennis. Serve up a smash by standing on the star when you return the ball.

Got Monkeys?

Once you've purchased all of the six new minigames, the Gift section of the Options menu will unlock. Cash in your Play Points to buy movies, the credits game or extra lives for Challenge Mode. With so many extras, stages and minigames, SMB2 stands tall with King Kong-sized fun that's always a ball.



Gift
500pts
Please press Ⓐ to add a monkey. A monkey costs you 500 Play Points.
Select
Cancel



DRAW YOUR SWORD!

As dauntless knight Arthur you are caught up in the most dangerous of quests! A spell has been cast upon the kingdom. Your fair maiden, Princess Prin Prin has been snatched up by the evil emperor. Only as Arthur can you get her back from the creatures of the undead that haunt the land. Test your courage and skill to the limit. You must keep up the quest. On your journey, your mightiest weapon of all awaits you. . . MAGIC!

Seven challenging quests to keep you on your toes.

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Fierce fighters from two famous video game universes get their grooves on in Capcom vs. SNK 2 EO for the Nintendo GameCube.

CAPCOM® VS. SNK® 2 EO

HISTORY

Capcom and SNK have created many memorable fighting games for both arcades and home consoles. Capcom is best known for its Street Fighter games, and SNK is associated with its King of Fighters games. Most of the combatants in this battler come from those two great series.

TEEN
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Suggestive Themes
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ESRB

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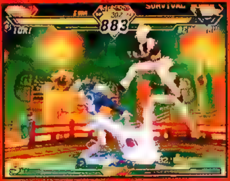
GAME MODES

Capcom vs. SNK 2 EO has many modes, each of which tests your skills in different ways and helps you master the 40-plus characters in the game. Even if you're a seasoned fighting game fan, you'll want to perfect your skills in Training Mode before taking on the computer or another human being in the various other modes.



ARCADE MODE

It's a perfect translation of the arcade original. Battle against the computer or another player. Three different modes of play are available.

SURVIVAL MODE

Play against the computer. Two modes allow you to battle every character in the game in succession, or an infinite number of characters.

TRAINING MODE

Battle the CPU or a friend in a training arena. Test out the Grooves and Special Moves, and try out all the characters. Practice is essential.

VS MODE

Vs Mode is a two-player game similar to Arcade Mode but with a slightly different interface and more options. You can select stages and set handicaps. Record your battles and replay them in Replay Mode.

GCN CONTROLS

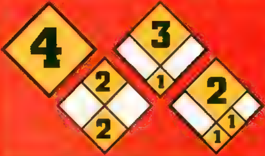
Two different control schemes are available, GC-ISM and AC-ISM. The GC-ISM scheme is unique to the Nintendo GameCube. It allows you to use the C Stick to perform moves easily.

COMMAND LIST (RYU)

Pause the game and look at your player's specific Command List to learn the character's GC-ISM moves. Toggle the stick in the indicated direction to perform the move of your choice. The easy controls are great for beginners.

RATIO SYSTEM

In every battle, you'll get four strength ratio points to distribute among your fighters. You can divide the points as you see fit. If you have only one fighter, he or she will get all the points. The charts shown below illustrate different ways to distribute strength ratio points.



PRESS START BUTTON

FIND YOUR GROOVE

Each of the six available Grooves has its own feel and set of moves, and the same character will play differently depending on the Groove in which he or she is fighting. The Grooves approximate fighting styles from previous Capcom and SNK games. Some of the highlights of each Groove are listed below.

C

Your C-Groove gauge will rise as you attack, and when you reach a set level, you can use the Super Combo associated with it. If you can, wait until you reach Level 3 to unleash a very strong Super Combo.

A

The A-Groove gauge also rises as your attacks hit your opponent. Hit X or L and R when the gauge is completely full to launch a Custom Super Combo with any moves you wish.

P

You can parry an attack by pressing the C Stick or Control Pad toward an opponent who's attacking high, or Down if an opponent is attacking low. Fill your P-Groove gauge by attacking or parrying to earn Level-3 Super Combos.

S

You can charge up your meter with different buttons—your settings determine which ones. Your attacks are stronger when the gauge is full. When your vitality is low, you can use unlimited Super Special Moves.

N

The gauge for the N-Groove is more advanced than some of the others—you can fill the meter up to three times to earn Super Special Moves or Max Power conditions, but you don't have to use them immediately.

K

The K-Groove's Rage Gauge raises as you are attacked and when you block an attack just before it hits you. When the gauge is full, your attacks are more powerful and you can perform a Max Super Special Move.

DASH

C A P

Quickly hit the C Stick or Control Pad twice, then hold it in the direction you wish to dash. A dash is a fast, short hop in a direction.

AIR GUARD

C

In GC-ISM, you'll Air Guard automatically. In AC-ISM, hit the Control Stick or Control Pad away from the opponent to Air Guard.

COUNTERATTACK

C A S N

Counterattack allows you to attack while guarding or blocking. Hit A in GC-ISM or press Med. Punch plus Med. Kick in AC-ISM.

ROLLING

C A N

Hit B to roll and sidestep an attack when using the GC-ISM. Hit Light Punch plus Light Kick in AC-ISM.

TACTICAL RECOVERY

C P S

To delay your character's rising after being knocked down, hit Y (GC-ISM) or Light Punch plus Med. Punch plus High Punch (AC-ISM).

SAFE FALL

A N K

When you're about to hit the ground, hit Y (GC-ISM) or Light Punch plus Med. Punch plus High Punch (AC-ISM) to break your fall.

DODGE

S

Dodge is the SNK equivalent of Capcom's rolling move. See Rolling above for instructions on how to perform a Dodge.

RUN

S N K

Run is performed like a dash, but your character stays on the ground. It's a good way to rush up to your opponent to attack.

SMALL JUMP

P S N K

Small Jumps allow your character to jump a short way, but not quite as high as a normal jump. Tap Up lightly on the C Stick or Control Pad.

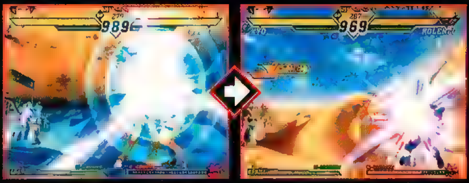
COUNTER MOVEMENT

N

Left or Right plus the A Button (GC-ISM) or Left or Right plus Light Punch and Light Kick while blocking (AC-ISM) cancels your enemy's guard.

SUPER COMBOS

After your Groove gauge is full, you can perform hard-hitting Super Combos in most Grooves. The moves are a superfast string of moves performed without a break and will damage your opponent a great deal if they connect.



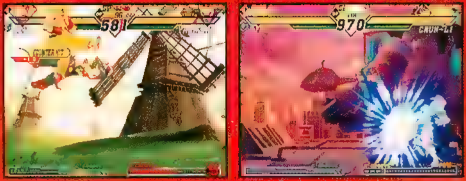
AERIAL ATTACKS

CAPCOM EXAMPLES:
KEN, VEGA, GUILE

Aerial attacks are often unexpected and, thus, very effective. Some fighters do very well with Aerial Attacks and have many air-based moves. Because the game has so many options for Controller settings, you'll have to experiment with each character and various settings to learn to use moves effectively.

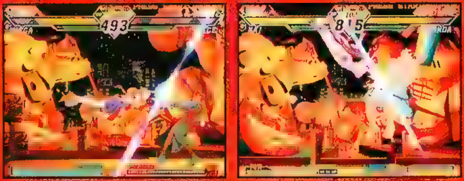
SNK EXAMPLES:
KIM, MAI, HAOHMARU

MIDAIR ATTACKS



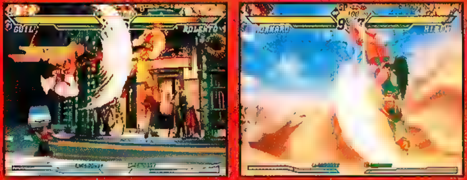
Ken performs an effective spinning kick in the air, while Kim can unleash moves that stop over her opponents before she drops down on them with a barrage of kicking attacks.

JUMP AROUND



Mai and Vega both have moves during which they launch themselves through the air as human projectiles. Those types of attacks take a bit of advanced planning to get them to connect with opponents.

COUNTERATTACKS



Don't forget that you can counterattack—even while airborne. Guile's flip kick is superb for counterattacks, and Haohmaru's sword can cut down flying enemies.

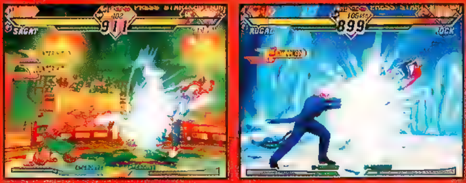
PROJECTILE ATTACKS

CAPCOM EXAMPLES:
SAGAT, AKUMA, EAGLE

While some fighters take to the air to launch their attacks, others keep their distance by using projectile attacks. It takes a bit longer to launch projectiles than to kick, so you shouldn't try to use projectile attacks in close quarters—unless you are reasonably sure that your opponent won't attack you.

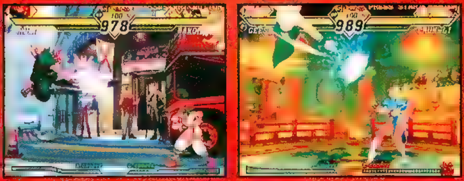
SNK EXAMPLES:
RUGAL, GEESE, TERRY

MULTIPLE PROJECTILE ATTACKS



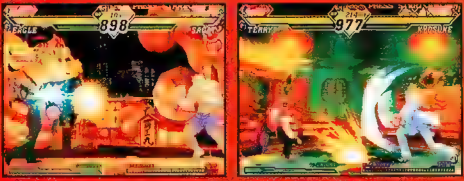
Sagat has both high and low projectile attacks. Rugal has a ground-level and a midlevel projectile attack. Know an attack's limits and range before attempting to use it!

MIDAIR PROJECTILES



Akuma and Geese are capable of launching projectiles while in midair. You might have trouble aiming the attacks—but the convenience of being able to attack as you jump around is worth the bother.

COUNTER PROJECTILES



Eagle can hit projectiles back at his opponents with his stick. Also, any character who has projectile attacks can use them to deflect other combatants' projectile attacks.

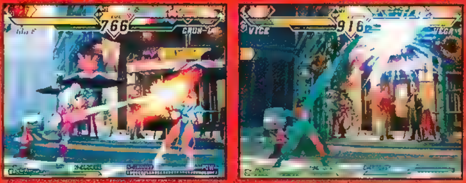
DISTANCE ATTACKS

CAPCOM EXAMPLES:
DHALSIM, BALROG, E. HONDA

Distance Attacks are among the most specialized and the most annoying for a fighter to face. Because you don't have to be right next to your opponent when you start to perform distance attacks, they can be liberating and less obvious than projectile attacks.

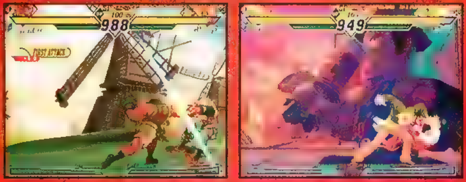
SNK EXAMPLES:
VICE, IORI, YURI

LONG REACH



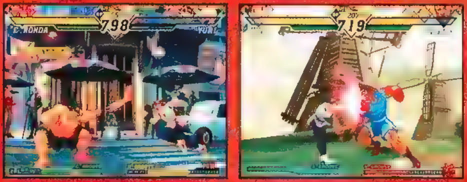
Dahlsim has long legs and arms that can hit an opponent from the other end of the screen. Vice has similar reach and can grab enemies from across the screen and even from the air.

DASH, LUNGE ATTACKS



Use dash and lunge attacks to [illegible] to an opponent and put the smack down. Balrog has many lunging attacks that annoy the competition, while Iori's lunging and grabbing moves are fast and deadly.

DEFENSIVE ATTACKS



Yuri and E. Honda have excellent defensive attacks that actually stop distance attacks when they're performed at the right time. Practice is the only way to perfect your timing. Hit the Practice Mode!

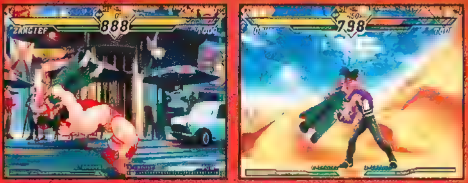
ATTACKS IN CLOSE RANGE

CAPCOM EXAMPLES:
ZANGIEF, RYU, CHUN-LI

All characters can perform moves when their opponents are near. We've picked a few examples to highlight, but it's quite likely that the bulk of your fighting will involve close combat. Master grab and throw moves early in your training—they hurt opponents and also leave them off guard temporarily.

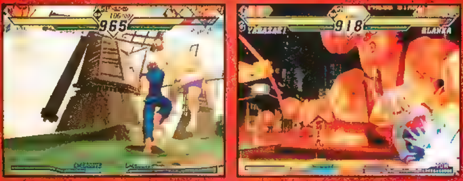
SNK EXAMPLES:
ROCK, YAMAZAKI, JOE

GRABS



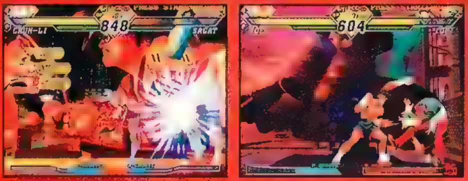
Most characters can grab and throw opponents—but, of course, some are better at the moves than others. Zangief and Rock are naturals at the ol' grab and throw. But try the moves out with other characters, too.

POWER MOVES



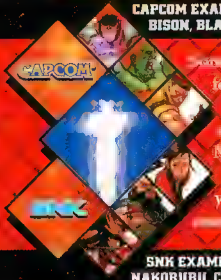
Ryu's punches are generally his best bet, while Yamazaki's kicks are incredibly powerful. Every character can punch and kick at different intensities and heights. Experiment to find your favorites.

CONTINUOUS ATTACKS



Certain characters, including Chun-Li and Joe, can throw an infinite number of punches or kicks if they repeatedly perform a particular move. Retreat from or block such attacks—or face the consequences.

UNIQUE ATTACKS

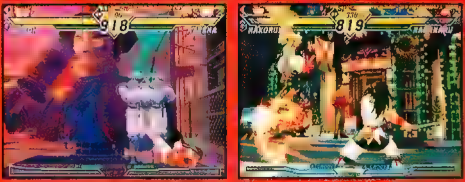


CAPCOM EXAMPLES:
BISON, BLANKA, ROLENTO

Some moves aren't easily categorized. A few characters have unusual moves which are generally quite effective, especially against the uninitiated. Never rely on any one move, no matter how powerful or unusual it seems—your opponents, especially human ones, will catch on to your strategy quickly.

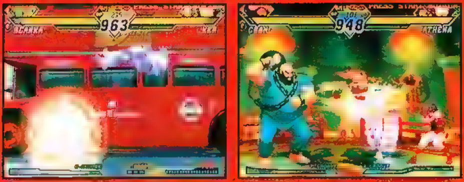
SNK EXAMPLES:
NAKORURU, CHANG, HIBIKI

EVASIVE TECHNIQUES



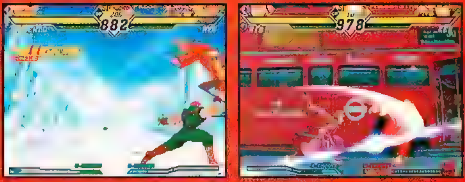
Bison can teleport to avoid danger and to confuse his opponents. Nakoruru has a bird that she can hang from and that allows her to move across the top of the screen, as well.

STRANGE TECHNIQUES



Blanka is a big fighter with strange, acrobatic attacks that often turn him into a ball of light and power. Chang is an all-around weird character with a ball-and-chain and an odd, little buddy who helps him attack.

WEAPONS

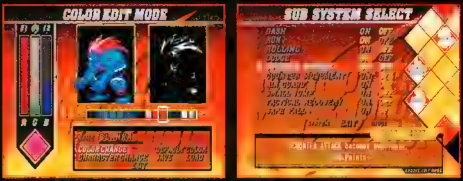


Rolento and Hibiki are among the characters who have weapons that they can use in battle. The weapons are incorporated into many of their moves, and they also add a bit of extra range to their attacks.

EXTRAS

As if the six Grooves, customizable controls, multiple modes and dozens of characters didn't give you enough options, the game includes several additional ways for you to further customize your fighting experience.

COLOR EDIT AND GROOVE EDIT

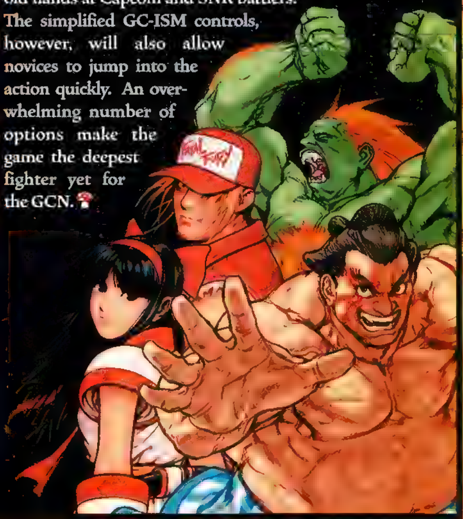


Hop into Color Edit Mode to change the way the characters look. If you do very well, you'll unlock Groove Edit Mode, which allows you to make your own Groove—complete with the rules and moves you like.

REPLAY

At the end of each Vs. Mode match, you are given the option to save the match so you can view it later in Replay Mode. Replays are saved on the Memory Card in a file that's separate from your game data.

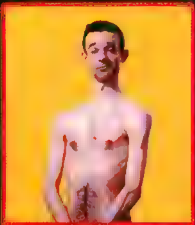
GROOVE ON



Capcom vs. SNK 2 EO is a complex title that will appeal to hard-core fans of the fighting game genre—gamers who are old hands at Capcom and SNK battlers. The simplified GC-ISM controls, however, will also allow novices to jump into the action quickly. An overwhelming number of options make the game the deepest fighter yet for the GCN.

"I WAS A 99 LB. BARBARIAN"

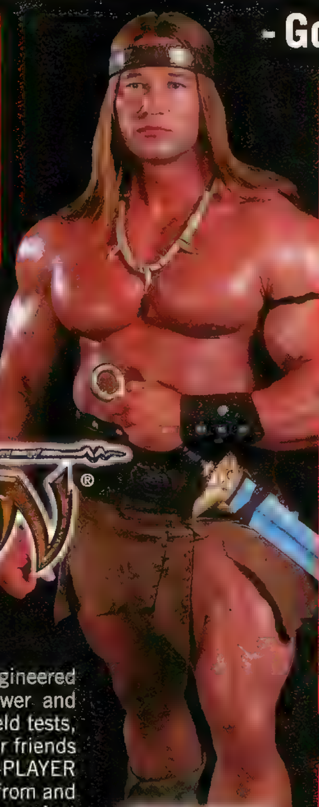
- Gothar of Gundria



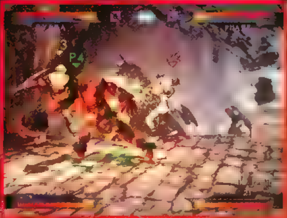
BEFORE UPGRADE

AFTER UPGRADE

"I used to get molten lava kicked in my face. I was a little girly man, better suited to playing with sissy baby dolls than with battle axes. But then I mastered the **UPGRADE FEATURE in BARBARIAN**. Now nobody messes with me... **NOBODY!!!"**



BARBARIAN is a revolutionary new game engineered to increase – and maintain – character power and ferociousness, fast! In recent head to head field tests, even mildly upgraded barbarians crushed their friends and foes without mercy. The MASSIVE 1-PLAYER QUEST mode – with 10 characters to choose from and literally hundreds of adventures to play – is the perfect training ground for customizing your barbarian, increasing strength and magic, and winning friends and influencing people with pure brute force. But wait! There's more: BARBARIAN also features an insane MULTIPLAYER MODE for up to 8 playable characters on screen at once, plus totally interactive environments, and best of all an exclusive "save-your-customized-barbarian-and-take-him-anywhere-with-you" formula!



"The 4-player mode is wicked! [illegible] could just find 4 opponents I haven't already killed I would show you BARBARIAN's [illegible]

"Here I am getting Medieval on Keela. My weapon of choice is usually a tree, or a pillar, or my opponent... but you know me, every[illegible]

SILVER MEDAL
– *PSE2 Magazine*

★★★★ (out of 5)
– *Maxim*

[illegible]

DON'T SETTLE FOR LESSER GAMES.
DEMAND BARBARIAN TODAY.

TEEN
T
CONTENT RATED BY ESRB
Suggestive Themes
Violence

XBOX
NINTENDO GAMECUBE.
SAFFIRE
TITUS
PlayStation®2

[illegible]

Animal Crossing
GAME & WATCH
achamp
120 HP
EY KONG JR.
e-reader
GAME BOY ADVANCE

e-reader™

The Game Boy Advance pulses at the heart of Nintendo's connectivity magic—and the e-Reader turns the GBA into a game-making power plant. With lots of compatible cards available, you'll be conjuring the kind of games you want in a flash!

CUTTING EDGE

Last month, Nintendo Power broke the inside story on how the e-Reader transforms Dot Code Technology into games that you can play on your Game Boy Advance and Nintendo GameCube. Now that lots of compatible cards are already in stores, NP turns its attention to the games themselves. Two packs come with the e-Reader—they contain 10 cards that'll give you an idea about the range of gaming options that the e-Reader makes possible. You'll receive an NES game in one pack. In the other, you'll get Manhole-e (a Game & Watch card), a complete set of three cards from the Pokémon-e: Expedition series and a sneak preview of the Animal Crossing series. Equipped with the e-Reader, you can scan in handfuls of great games!

SCAN-TASTIC

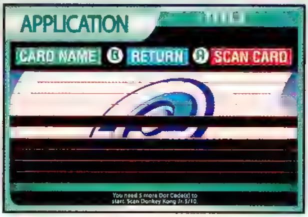
The e-Reader has three powerful functions. It can store a game in its memory, and it can also upload programs from the GBA and GCN, such as one used in conjunction with Animal Crossing-e cards. But its most fun function is to turn card code into games.

Slow and Steady Scan

Slowly
DONKEY KONG JR.

To get the best results when scanning a card through the e-Reader, slide the encoded card edge slowly. If you swipe it too quickly, you'll hear a pleasant voice say, "Read Error."

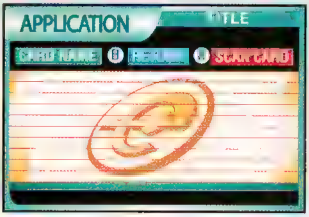
Scanning in Multiple Cards



You need 5 more Dot Code(s) to start. Scan Donkey Kong Jr. 5/10.

If you need to scan more than one card to get results, a menu will pop up that will guide you through the scanning process. Each card is represented on a separate line.

Get the Picture?



Once you've scanned all of the cards, the e-Reader will inform you that you're ready to go. With many games, you then will have the option of saving it to the e-Reader's memory.

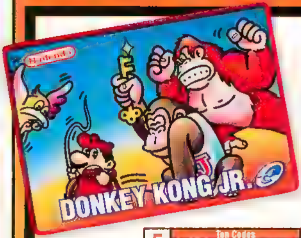
THE NES GAMES

One of two NES games come with the e-Reader—either Pinball or Donkey Kong Jr. You can buy all five NES games, each at a suggested retail price of $4.95. There are many classic games in Nintendo's library, so you can expect many more to be available soon.

DONKEY KONG JR.

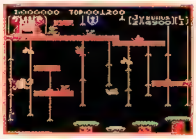
In Nintendo's superclassic from the NES era, you'll come to the rescue of your father, Donkey Kong, who has been imprisoned by a peeved Mario.

EVERYONE



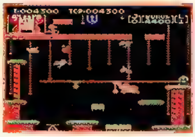
5 Cards | Ten Codes | ©1981-2002 Nintendo

Ups & Downs



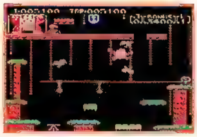
If you need to move quickly, grab two vines to zip upward. Use one vine to move speedily downward.

Cross Safely



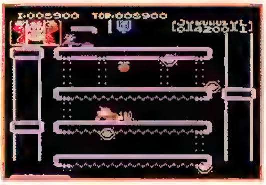
When crossing the chasm filled with floating islands, time your jumps to the bobbing ropes carefully.

Fly Through



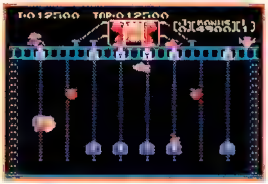
Nitpickers change altitude unpredictably. Avoid them by crossing vines when they're not close by.

Leap over Sparks



Keep an eye on all sparks when venturing through conduits. They travel over your head and on the floor, so time your runs so that you can maneuver through the electrical obstacle course.

Unlock Your Dad



In Round 4, you must put all of the keys into locks underneath DK's cage while Nitpickers and Snapjaws plague the scene. You can shove two keys upward at the same time—it's faster than shoving only one.

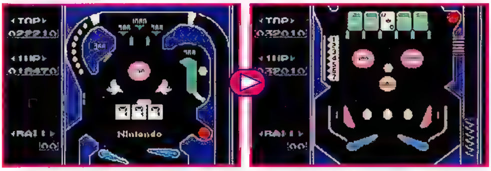
PINBALL

Pinball-e delivers fast-flipper action with its super-long table and hidden Mario minigame, and a harder difficulty mode puts the title into overdrive!

Nintendo
100
777
PINBALL

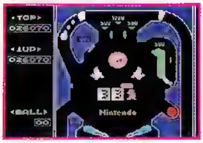
5 Cards Nine Codes ©1981-2002 Nintendo

Turning the Tables



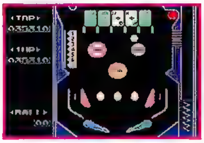
Keep the ball in play in the upper table area as long as possible, because the one and only dead-ball gap is at the bottom of the lower table.

Take It up Top



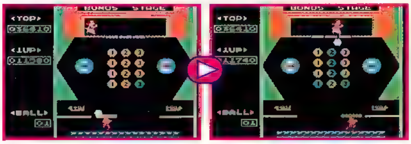
To get the ball back up into the high bonus area, flip it all the way through the left-hand lane.

Good Hand



Shoot the ball through the cards to flip them. When you flip five spades, you'll win 5,000 points and raise the block post.

Mario to the Rescue



To play the Mario minigame, flip the ball into the orange pocket on the lower table. Direct the ball at numbers—if you hit the correct combination, a trapped woman will fall. Catch her and move her to the side to earn a 10,000-point bonus.

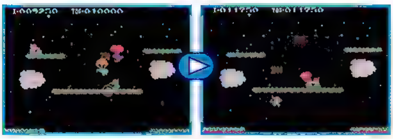
BALLOON FIGHT

Balloon Fight-e hurls a balloon-equipped player into two separate games—both require you to fight against gravity and lunatic enemies.

Nintendo
BALLOON FIGHT

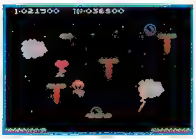
5 Cards Nine Codes ©1981-2002 Nintendo

Pounce upon Parachutes



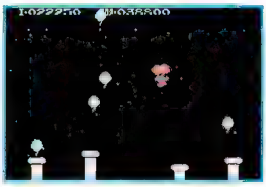
In one game, you must clear the skies of enemies who are zipping around on balloons. Pop an enemy's balloon, then fall on his parachute to score lots of points. If you miss the parachute, kick the enemy once he lands to eliminate him for good.

Bolt Ahead



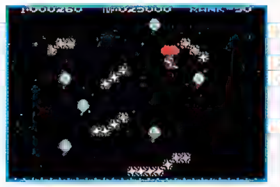
Don't lollygag as you clear the level—clouds will spew electricity that will leap across the sky.

Bonus Balloons



In the bonus level, pop as many balloons as possible. Each one will cough up a small bonus. Pop every one to receive a megabonus at the end of the level.

Wicked Constellation



In the second game, you must float through a sky filled with fatal sparks while collecting as many balloons as you can. Speed ahead when you have room—you'll buy yourself time to react to the next screen of sparks.

EXCITEBIKE e

Excitebike-e blazes into the world of motocross with two racing modes, solo and championship. When you tire of the tracks, design your own!

EVERYONE E CONTENT RATED BY ESRB

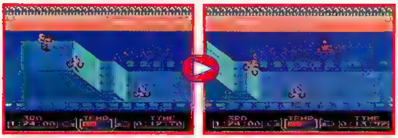
Nintendo
EXCITEBIKE e

5 Cards | Ten Codes | ©1981-2002 Nintendo

Save Turbo

If you use your turbo too much, you'll push your engine past its limit—then you'll be stuck until it cools off.

Tackling Ramps

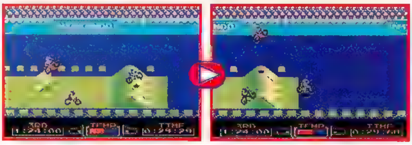


When heading into a ramp, tilt your bike back so you're racing on the back wheel—you'll accelerate faster into the ramp and jump much farther. Tilt forward while in midair and land on both wheels, or you may wipe out.

Crash Course

Wipe out the competition by edging your back tire into their front tires—they'll crash while you surge ahead.

Escape Velocity



When you need to clear a lot of air when jumping off a ramp—such as when there's a dirt expanse before you—head into the jump on your back tire while pressing the B Button for a turbo boost. You'll not only clear the obstacle but also gain speed.

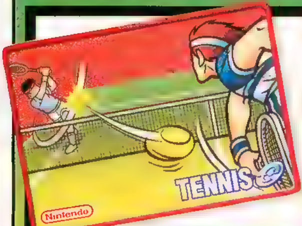
Tailor Tracks

With the track-design mode, you can build long tracks then race them solo or in competition mode.

TENNIS e

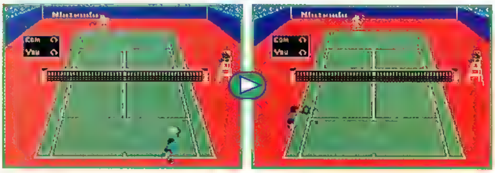
Tennis-e serves up fierce action in singles play with five difficulty settings. (Editor's note: NP incorrectly stated last issue that Tennis-e had doubles play.)

EVERYONE E CONTENT RATED BY ESRB



5 Cards | Ten Codes | ©1981-2002 Nintendo

The Perfect Serve

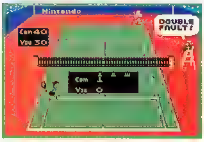


When it's your turn to serve, throw the ball up by pushing the A Button. Smack the ball into play with the A Button when it falls to its midpoint. If you strike too late, you'll fault.

On Your Toes

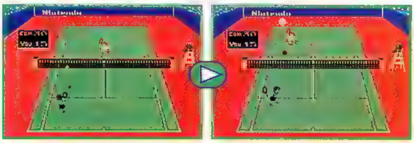
When your opponent sends the ball over the net, race to where the ball will hit the ground and deliver your backhand.

Not Your Fault



If you mess up your serve twice in a row, your opponent will get a point, so bone up on your serving skill.

Lob for an Air Attack



Try to confuse your opponent by hitting the occasional lob. Press the B Button when the ball sails your way to deliver the high-arcing shot. Your opponent may not be able to swat back the high-rebounding ball.

HOUSE OF CARDS

You'll get the following Manhole-e (Game & Watch), Pokémon-e: Expedition and Animal Crossing-e cards with the e-Reader. All provide a sampling of the varied and exciting gaming possibilities that are available or on the horizon for the e-Reader.

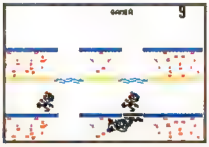
MANHOLE

Manhole-e is the only Game & Watch game currently available—it requires only one card to play. Future titles may require one or two cards.

EVERYONE E CONTENT RATED BY ESRB

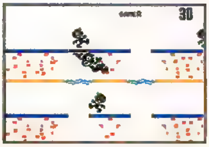
1 Card
Two Codes
©1980-2002 Nintendo

Sewer Peril



You're charged with protecting pedestrians in Manhole-e. As they walk down the street, you've got to cover open manholes before they fall through.

Covering Up



You need only to cover the open manhole when a pedestrian first steps on the spot. After that, you're free to fly to another hole.

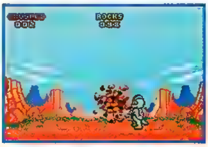
POKéMON

Currently at stores, the first Pokémon-e expansion for the Pokémon Trading Card Game contains two kinds of amazing game data on each card.

EVERYONE E CONTENT RATED BY ESRB

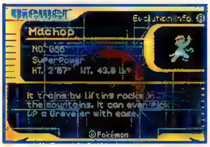
Machop
50 HP
Punch
10
Double Chop
20×
3 Cards
Three Codes
©2002 Pokémon/Nintendo

Rockin' Out



Scan the long sides of all three cards to assemble the Pokémon minigame, in which Machop takes on an avalanche of 100 rolling boulders.

About Face



Evolution Info.

Machop

NO. 056

SuperPower

HT. 2'07" WT. 43.0 lbs

It trains by lifting rocks in the mountains. It can even pick up a Graveler with ease.

©Pokémon

Scan the short side of any Pokémon-e: Expedition card to conjure a cool mininetwork that covers everything you want to know about using the card in the trading card game.

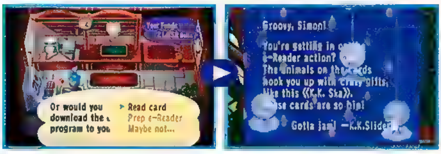
ANIMAL CROSSING

Animal Crossing-e cards will soon open up new vistas in game play for the GCN. One card in the foil pack offers a preview of the character card system.

EVERYONE E CONTENT RATED BY ESRB

Animal Crossing
1 Card
©2001-2002 Nintendo

Sneak Peek from K.K. Slider



Or would you download the program to you

- Read card
- Prep e-Reader
- Maybe not...

Groovy, Simon!

You're getting in on e-Reader action? The animals on the cards hook you up with crazy gifts, like this ((K.K. Ska)). These cards are so hip!

Gotta jam! —K.K.Slider

If you also have the Nintendo GameCube Game Boy Advance Cable, you can transfer scanned game data to the GCN. Scan the K.K. Slider card while you're standing at the ETM machine in the post office to receive a special letter that contains one of the singing dog's coolest tunes.

STACKING UP

Dozens of e-Reader cards are currently available. Hundreds will be available by the end of the year, including lots of surprises from the world of Animal Crossing. And in November, the second wave of NES games arrives—bringing Mario Bros., Donkey Kong, Baseball, Urban Champion and Ice Climber back from the classic gaming era. Interested in taking the e-Reader for a spin? Head to a Toys "R" Us, EB Games or GameStop store and ask to try out the limited-edition Air Hockey-e card. Grab an e-Reader and start scanning!

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UNLESS YOU ARE BROUGHT ALIVE BEFORE THE SEAT OF THE DARK LORD.
TEEN
T
CONTENT RATED BY
ESRB
Blood
Violence
BLACK LABEL GAMES
VIVENDI UNIVERSAL GAMES
GAME BOY ADVANCE
POCKET STUDIOS

THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING

[Gandalf] These are ancient Rune Doors. We must use the correct Rune to open the door.

[Gildor] The Enemy is looking for you, friends. Beware the Black Riders.

[Galadriel] Go now, but we will meet again before you leave Lorien as we may have gifts for you.

OFFICIAL GAMES BASED ON THE LITERARY WORKS OF J.R.R. TOLKIEN.

[illegible] earth, and the great [illegible] from the Shire [illegible] Frodo. A[illegible] of the [illegible] courageous [illegible] www.lordoftherings.com

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Pokécenter

Colosseum

The Colosseum is the place where Pokémon Trainers gather to show off their Pokémon teams. It's also a place to learn more about training and battling Pokémon teams.

You've submitted countless Pokémon teams for our evaluation, and you've no doubt learned lots by reading Colosseum. This month, we're trying an experiment and putting you in our position. One supersmart Trainer, David Eisenberg, e-mailed us his "rather awesome Pokémon team lineup" for our usual consideration. It's an interesting team, and we think we may see some chinks in his team's armor. But we imagine that—after reading so many Colosseum analyses—you'll all have brilliant perspectives on David's team.

Feraligatr

Item	Soft Sand

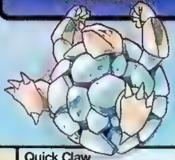
- Earthquake
- Bite
- Ice Punch
- Surf

Pidgeot

Item	Leftovers

- Steel Wing
- Mirror Move
- Toxic
- Fly

Golem



Item	Quick Claw

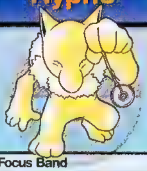
- Rollout
- Dynamicpunch
- Dig
- Earthquake

Ampharos

Item	Nevermeltice

- Thunder
- Thunderpunch
- Rain Dance
- Hidden Power

Hypno



Item	Focus Band

- Psychic
- Dream Eater
- Hypnosis
- Nightmare

Jynx

Item	Pink Bow

- Body Slam
- Blizzard
- Psychic
- Ice Punch

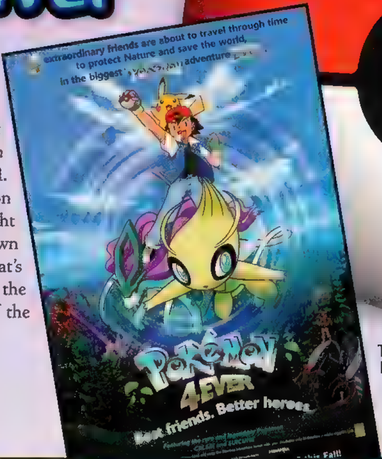
What do you think of David's team, all you amazing Pokémon Trainers out there? E-mail your evaluation to pokecenter@nintendo.com. We'd love to hear what you think are the team's strengths and weaknesses. How would you improve the team? What kind of team would you assemble to dismantle David's team in a jiffy? Or would you admit that he's assembled one of the most awesome lineups you've ever seen? Let us know!

Pokémon4Ever

You've traveled to the far reaches of the Pokémon universe via the television series and three movies—each of which has raised the stakes higher and higher. But you've never experienced the time-traveling twists and apocalyptic risks that you'll face with Ash, Pikachu and all his friends in *Pokémon 4Ever*, which opens in select theaters beginning October 11. You'll also get up close to one of the most amazing Pokémon ever, Celebi—and meet a new character, Sammy, who might turn out to be someone you've known since Day 1. (Oooh, we know that's mysterious, but we're not spilling the beans.) *Pokémon 4Ever* has some of the biggest surprises yet!

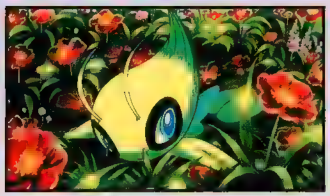
Celebi
Leaf Slice
20×

The rare Celebi card from the Pokémon-e Trading Card Game will be free with the purchase of a ticket to the movie—offer valid while supplies last at each theater.

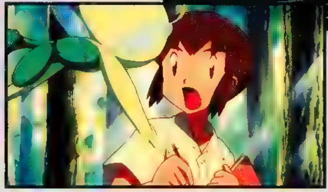

extraordinary friends are about to travel through time to protect Nature and save the world,
in the biggest
adventure
Pokémon
4EVER
Best friends. Better heroes.
this Fall!

The highly anticipated fourth Pokémon movie beams to theaters on October 11, at long last throwing the mysterious Celebi into the spotlight.

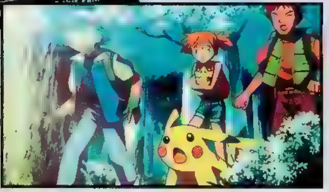
©2002 Pokémon/Nintendo



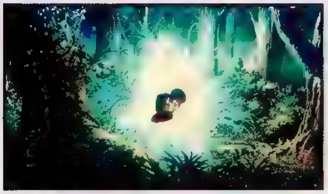
Pokémon 4Ever first returns to yesteryear to find the cute-as-ever Celebi at home in an idyllic forest. But Pokémon movies usually open with a bang, don't they?



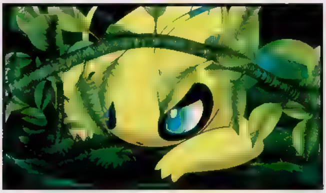
Without a doubt! Celebi is chased by a Pokémon hunter and escapes by time-traveling into the future, accidentally dragging along a boy named Sammy.



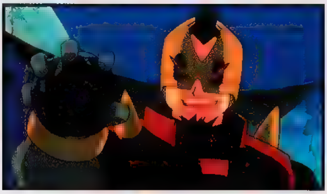
Forty years in the future, Ash and friends are exploring a strange forest in which rare Pokémon make their home—when they witness an explosive surprise.



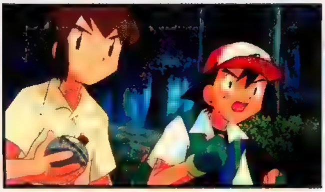
They see Sammy appear out of nowhere, then learn that he's just arrived from the same forest, where he'd been studying Pokémon four decades earlier!



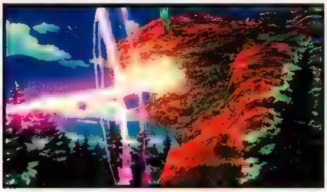
Sammy informs his newfound friends that it suspects that Celebi may be nearby—and he may be wounded. They no sooner locate the hiding Celebi . . .



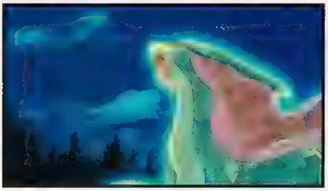
. . . when the Iron-Mask Marauder rampages through the scene, intent on capturing Celebi in his Dark Ball, which will make a Pokémon evil and superpowerful.



As if facing a new, powerful nemesis weren't bad enough, Team Rocket bumbles into battle. Ash and Sammy join forces with their Pokémon to save Celebi from capture.



All Pokémon movies involve high-stakes story lines, so we're not going to give away any more juicy details (such as what happens if a Celebi gets captured and transformed by a Dark Ball).



You'll just need to see *Pokémon 4Ever* for yourself. (And don't even ask us if any other extremely rare, maybe even legendary, Pokémon make an appearance in the movie!)

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A new evil has fallen upon the peaceful city of Waterdeep. You have been called upon to uncover its source and destroy it. Create a party of six adventurers, made up of members of the six Forgotten Realms races and four D&D character classes. As resources, choose from 50 unique 3rd Edition feats and skills, and from a combination of more than 150 spells and items. **Go forth brave warrior, the adventure of a lifetime awaits!**

EVERYONE E CONTENT RATED BY ESRB — MILD VIOLENCE

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ARENA

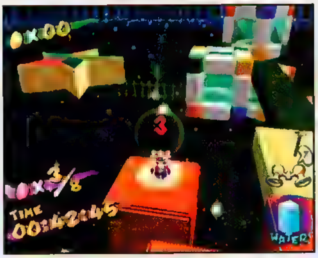
ARE YOU GAME?

CHALLENGE

After getting this month's lowdown on strategies for Super Mario Sunshine (see page 84), test your skills in Bianco Hills. If you've successfully completed Episode 3 (The Hillside Cave Secret), you'll be able to replay the secret level in the cave and race for Red Coins in a timed challenge. You can use the Hover Nozzle when you replay Episode 3, so use its hydropower to navigate the shifting platforms and moving blocks. If you can collect all eight Red Coins before the one-minute time limit expires, the clock will stop and your time will remain on-screen until you collect the Shine Sprite. Before you snag your victory prize, snap a picture of your finish time and send it in for a chance to qualify for the Arena challenge. Keep in mind that the clock counts down to zero, so a higher time indicates a faster performance.

SUPER MARIO SUNSHINE

THE HILLSIDE CAVE SECRET



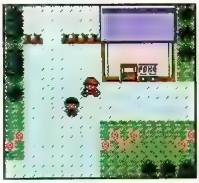
BIANCO HILLS, EPISODE 3

RED-COIN COLLECTING

CAUTION: TWISTED CHALLENGES AHEAD

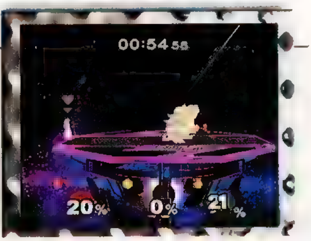
How far can you get in Pokémon (any version) without healing your Pokémon?

– BRAD FONSECA, ST. GEORGE, ON



In Super Smash Bros. Melee, can you complete Event Match 19 (Peach's Peril) without letting Peach take any damage?

– MASON DOERMANN, FAIRFAX, VA

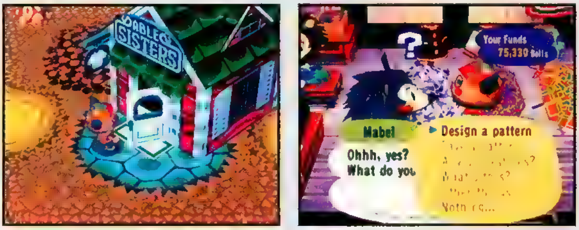


In FIFA Soccer 2002, can you score a goal with your goalie?

– ZAC ENDERSON, LOUISVILLE, TN

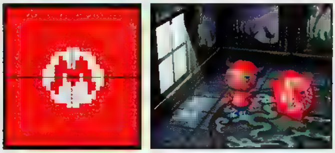
CONSTRUCTION ZONE

Express yourself in Animal Crossing by designing your own patterns for your clothes and umbrella. Visit the local tailors, the Able Sisters, and tell Mabel you'd like to design a pattern. She'll charge you 350 Bells for every new design you save, and you can follow the grid patterns below to be the only character in town with Mario, Spider-Man, Batman and Charlie Brown getups.

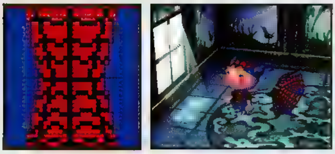


You can customize your clothes and umbrella by designing patterns at the Able Sisters' shop, which is represented by a T-shirt symbol on the game map. Talk to Mabel and pay her 350 Bells to personalize a pattern. You can carry up to eight patterns at a time.

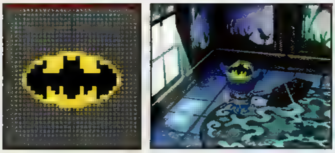
MARIO



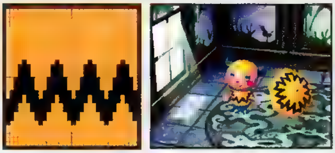
SPIDER-MAN



BATMAN



CHARLIE BROWN



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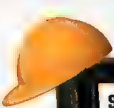
ENTER THE ARENA



Mail us your Twisted Challenges or send us a photo of your high score for this month's Arena Challenge. E-mail your digital photo or send your picture via snail mail (please write your score on the outside of the envelope). Include your full name and mailing address in your e-mail or on the back of your photo. We'll print the names and scores of the top five qualifiers in a future issue. If we print your score or Twisted Challenge, you'll receive an NP T-shirt. Entries must be received before November 4, 2002.

SEND YOUR ENTRIES AND IDEAS TO:

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A. How old are you?
1. Under 6 2. 6-11 3. 12-14 4. 15-17 5. 18-24 6. 25 or older

B. Sex
1. Male 2. Female

C. What was your favorite strategy review this month?
1. Star Fox Adventures 2. Super Mario Sunshine (Part 2)
3. TimeSplitters 2 4. Animal Crossing
5. Aggressive Inline 6. Super Monkey Ball 2
7. NES e-Reader games 8. Yoshi's Island: Super Mario Advance 3
9. Capcom vs. SNK EO 10. Sega Smash Pack

D. What was your favorite preview this month?
1. Batman: Dark Tomorrow 2. Robotech: BattleCry
3. Tricks & Treats (Halloween Special)

E. What was your favorite regular monthly column this month?
1. Player's Pulse 2. Game Watch 3. Power On
4. Classified Information 5. Epic Center 6. Now Playing
7. Arena 8. Pokecenter 9. Title Wave

F. Would you be willing to complete a mail-in survey to help us make the magazine better?
1. Yes 2. No

G. Which was your favorite Nintendo Power cover?
1. Vol. 154 (Sonic Adventure 2: Battle)
2. Vol. 155 (James Bond 007 in Agent under Fire)
3. Vol. 156 (Spider-Man)
4. Vol. 157 (Lost Kingdoms)
5. Vol. 158 (Multiple characters)
6. Vol. 159 (Disney's Magical Mirror Starring Mickey Mouse)
7. Vol. 160 (Super Mario Sunshine)
8. Vol. 161 (Star Fox Adventures)

H. What older game system do you play most often?
1. NES 2. Super NES 3. Game Boy
4. Game Boy Color 5. N64 6. None of the above

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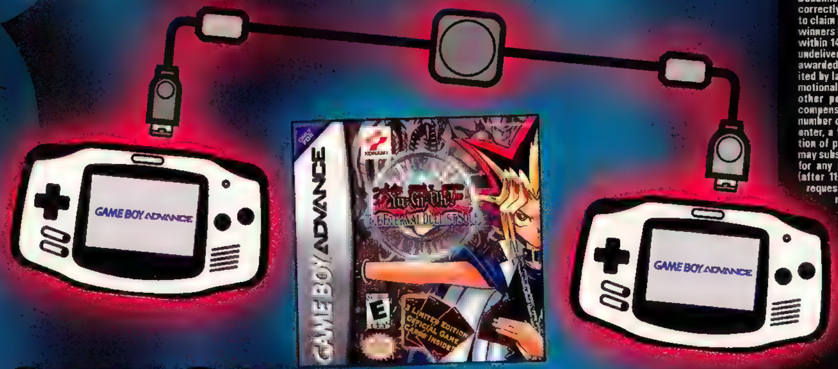

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Kristopher, Wal-Mart Customer

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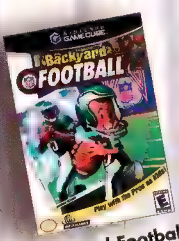

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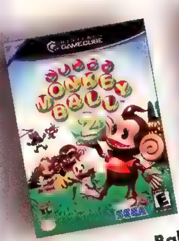

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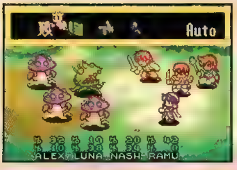
EPIC CENTER

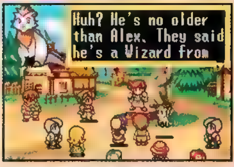
We love it when new games drop into our laps. Just before we went to press, the good people at Ubi Soft dropped us a secret package chock full of new screen shots for their upcoming GBA title, Lunar Legend. We also have the second half of our Dragon Ball Z: The Legacy of Goku coverage *and* a preview of the latest GBA RPG to hit Japan—Golden Sun: The Lost Age.

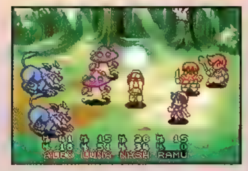
EPIC NEWS

Lunar Landing

Lunar Legend is coming to the GBA in November! The news came as a shock to gamers around the country, as Ubi Soft had kept its plans for the Japanese title under wraps. The Lunar series began over 10 years ago, and has seen incarnations on both the Sega CD system and the Sony PlayStation. The new GBA title is an updated version of Lunar: Silver Star Story, but a myriad of changes guarantee even hardened Lunar fans a unique experience. In addition to revamped graphics, the battle engine now has a new critical attack mode called an "Arts-gauge" which promised to make combat faster and more interesting. In addition, gamers will find loads of new weapons and armor, and they can trade their new goodies with another player by using the Game Link Cable. The compelling tale of dragon-slayers and young heroes should be released in the early weeks of November, and we promise loads of Epic Center coverage.

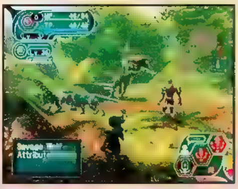


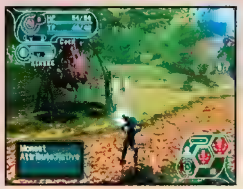

Huh? He's no older than Alex. They said he's a Wizard from

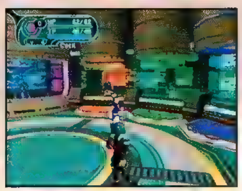


A Star Is Reborn

Phantasy Star Online Episode I & II, the GCN-exclusive title from Sega, is almost here. We've been spending plenty of time with the game and are happy to report that it maintains the feel and style of the original while also improving on it in a number of areas. For those who never played the Dreamcast version, PSO puts you in the role of a Hunter, a kind of spacebound mercenary with special fighting skills. All combat is in real-time and features a wide variety of both bladed and long-distance weaponry. Once you create a Hunter, you can use him or her in either Phantasy Star I or II—both of which come on the PSO disc. There's also an option to play either game off-line, which is a good way to get started. Check NP next month for an exclusive preview and poster of PSO, and also more information about the game's online component.







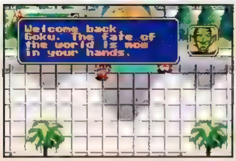
EPIC TACTICS

Part two of our exclusive Dragon Ball Z: The Legacy of Goku coverage takes up where we left off last issue. Goku has just vacated King Kai's heavenly abode and must return to Earth and stop Vegeta once and for all. But there's bigger trouble lurking just ahead—including a not-so-friendly visit from the Ginyu Force and Frieza himself!

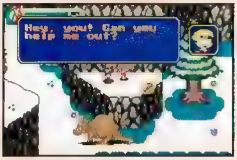
DRAGON BALL Z®
THE LEGACY OF 悟空 GOKU

1 EARTHBOUND

After catching Gregory and Bubbles (see NP Volume 160), King Kai will send you back to Earth. Before you go, speak with Piccolo and Korin to get some Senzu Beans. Once you return to Earth, look for a small child who is trapped on a ledge. Speak to the kid to get him to follow you.



Welcome back Goku. The fate of the world is now in your hands.

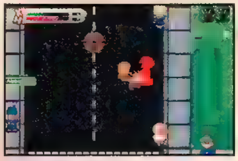


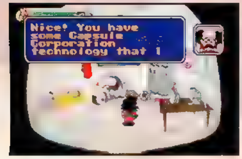
Hey, you! Can you help me out?

The lost child is trapped by hungry wolves. They won't harm the kid once he's in your company, but you may want to eliminate them anyway. The more EP you can build, the better—there are fierce battles just ahead.

2 YOU CAN BANK ON IT

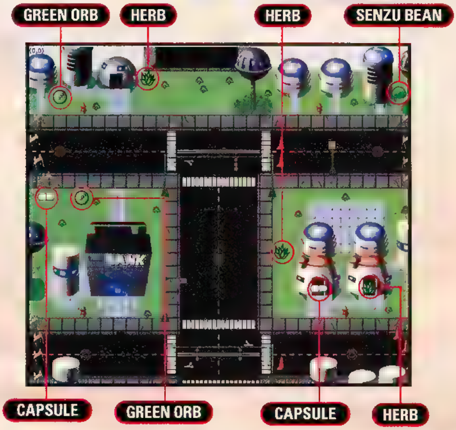
Walk south until you reach Pepper Town. A trio of bank robbers has looted the bank and police are helpless. Lend a hand and wallop the robbers for 1,500 EP. Use your Solar Flare to stun the thieves, then rush in and punch them. It's a battle you should win handily.





Nice! You have some Capsule Corporation technology that I

Return the child to his mother to receive a capsule. Pick up the second capsule north of the bank, then take them both to the scientist at the north end of town. He will give you 1,500 EP for the first capsule and a Senzu Bean for the second.

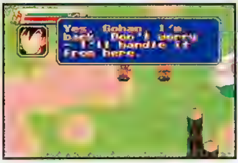


MAP KEY

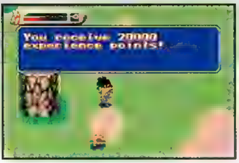
CAPSULE	Give to the Scientist	**HERB**	Restores 1/4 Health
GREEN ORB	Restores Five Flight Points	**SENZU BEAN**	Restores all Health
YELLOW ORB	Restores 10 Flight Points	**SAPLING**	Plant in a Planting Hole
RED ORB	Restores all Flight Points	**PLANTING HOLE**	Plant a Sapling in here
ARTIFACT	Hidden treasure		

3 NAPPA NIGHTMARE

After leaving Pepper Town, walk through the military base and into an open field. You must fight Vegeta's right-hand man, Nappa. If you are at Level 15 or higher, use the Solar Flare to stun Nappa, then hit him twice, retreat and repeat. If you aren't quite that strong—or if Nappa gives you trouble—strike him with a Kame Hame Ha beam, fly away and repeat the process.



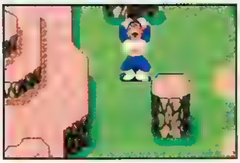
Yes, Gohan, I'm back. Don't worry – I'll handle it from here.

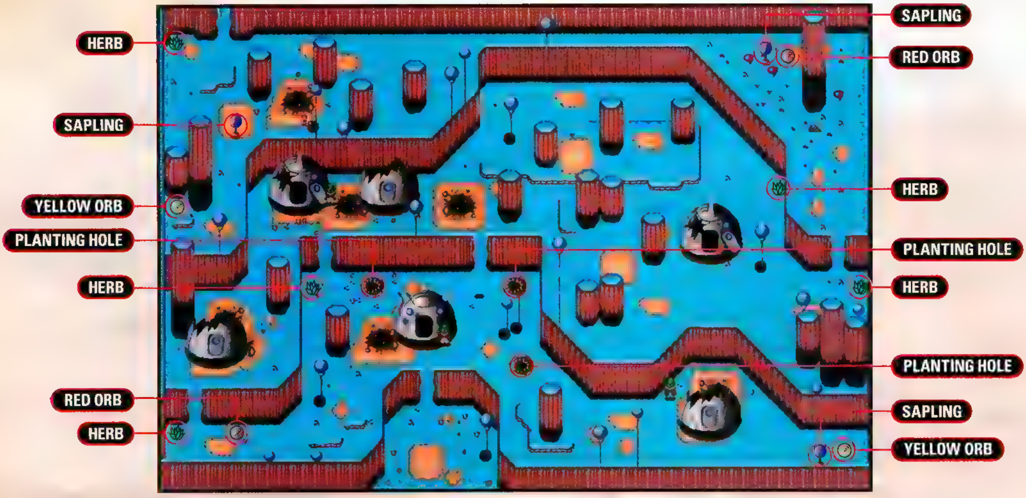


You receive 20000 experience points!

4 VICIOUS VEGETA

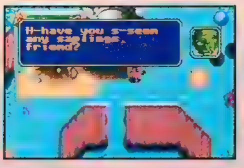
After you defeat Nappa, Vegeta will take you on himself. He can eliminate you with one or two hits, so keep your distance. Strike him with a charged-up Kame Hame Ha beam, then fly away, wait for him to approach you and strike him again. After the fight, Vegeta will turn into a giant ape, but your son will deal with the problem. If you're still having a rough go of it, check out the "Cheap Cheats!" section on the following page. Once the baddies are no more, it's off to the planet Namek.



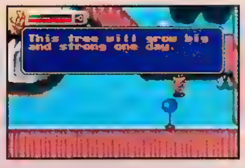


5 TREES, PLEASE

Frieza has laid waste to Namek in an attempt to find the Dragon Balls. A poor Namek resident will beg a boon of you as soon as you land on the planet—find three tree saplings and help restore his planet to its former glory.



H-have you s-seen any saplings, friend?



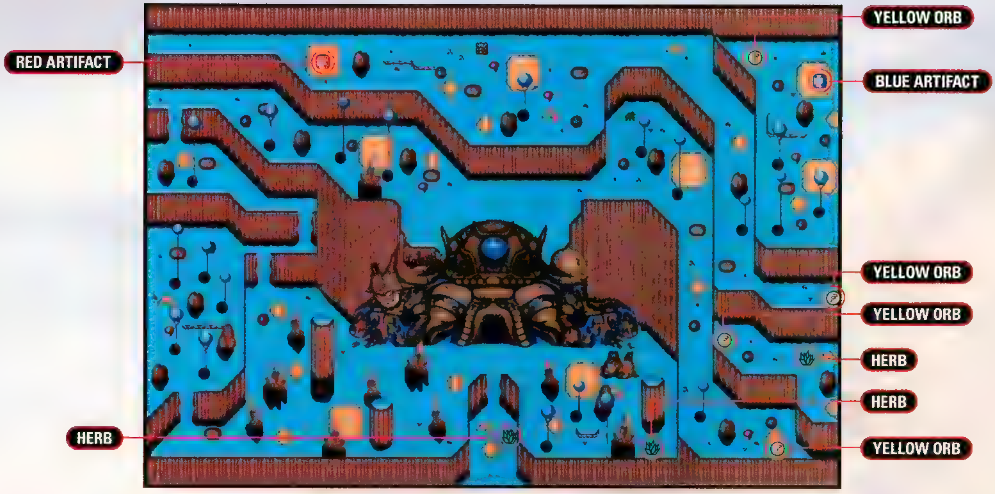
This tree will grow big and strong one day.

The saplings are called out on the above map. Simply stand next to them and press A to pick them up.

6 DON'T BE A SAP

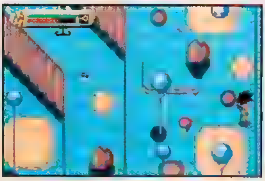
After you get all three saplings, go back to the man who asked for the trees and plant them in the holes around his house. Namek can be difficult if you aren't leveled up, but it's also a fantastic place to gain a lot of EP quickly.

The green-helmeted enemies give you nearly 10,000 EP each time you defeat them. Dinosaurs are also a good source of EP.



7 ARTIFACTUAL

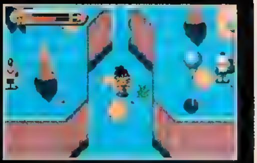
The second area of Namek contains both a Red and Blue Artifact, and you must pick up both artifacts before entering the temple. Along the way, you'll encounter a whole host of nasty enemies. Keep your distance and use the Kame Hame Ha, or use some of the cheats listed below. After you get both artifacts, enter the temple. Use the map on the next page to navigate the area.



CHEAP CHEATS!

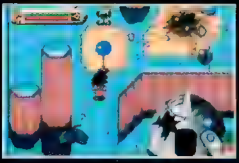
A FREE HERBS!

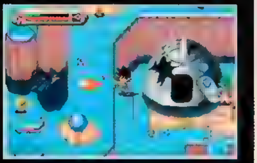
There are herbs growing near the exit from the first area of Namek and also by the entrance to the second area. When you leave an area, items reset—so you can walk between the two locales and get as many herbs as you need.



B STUPID ENEMIES!

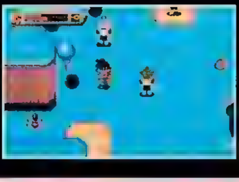
Your enemies are tough but not very bright. Walk until they are on the very edge of the screen, then attack with Ki Blasts—they'll often stand in place looking confused until they keel over. You can also attack enemies from a different elevation, since they aren't smart enough to get out of the way.

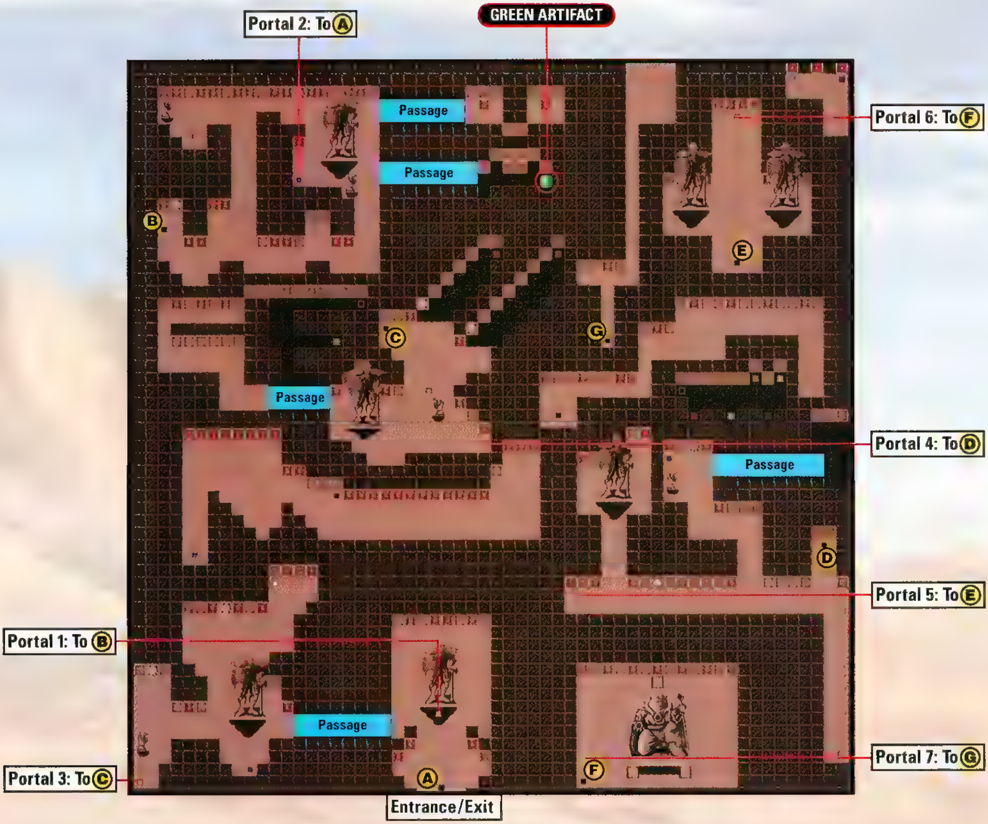




C INVINCIBILITY!

Find an enemy who attacks with Ki Blasts, then run from him until you see him powering up the attack. When his hand glows, hit the R Button and start flying. If the blast hits you while you're in the air, you'll become invincible! The effect wears off if you leave the area or fly again.

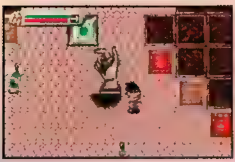


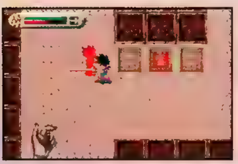

Portal 2: To Ⓐ
GREEN ARTIFACT
Passage
Passage
Portal 6: To Ⓕ
Ⓑ
Ⓔ
Ⓒ
Ⓖ
Passage
Portal 4: To Ⓓ
Passage
Ⓓ
Portal 5: To Ⓔ
Portal 1: To Ⓑ
Passage
Portal 7: To Ⓖ
Portal 3: To Ⓒ
Ⓐ
Ⓕ
Entrance/Exit

The above map shows the entire Namek temple. You must step on the colored portals to make your way around the maze. We've marked the portals that you need to use, but there are many others that will take you to various areas of the temple. Feel free to explore if you want some extra EP, but a Senzu Bean and a few Herbs are the only treasure you'll find.

8 JUST THE ARTIFACTS, GOKU

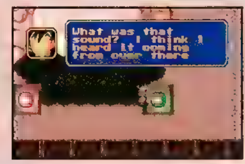
To find the third and final artifact, the Green Artifact, step through Portal 1 and walk right until you see a statue of a hand. Follow the hand's pointing finger to find a secret passage and the long-sought treasure.



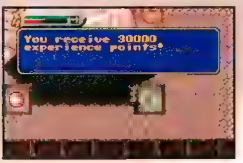


9 MAKE FOR THE EXIT

Once you have all three artifacts, you must place them. To reach the artifact room, step through portals in the following order (starting from the entrance): 3, 4, 5 and 6. Place the artifacts, then use Portal 7 to leave the temple.



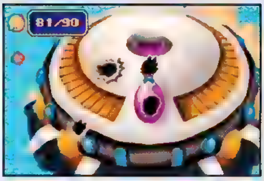
What was that sound? I think I heard it coming from over there

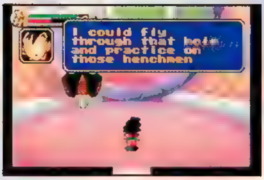


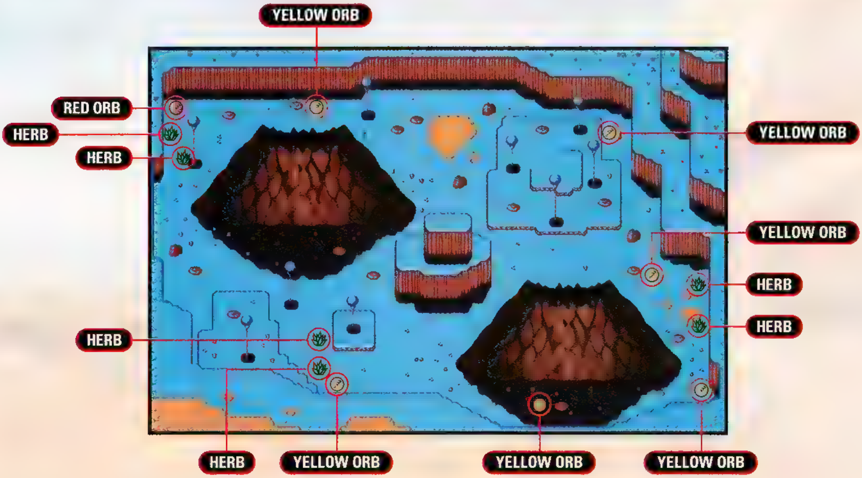
You receive 30000 experience points!

10 THE WAY LIES EAST

After leaving the temple, head east to take on Frieza and his cronies. When you see a large building with a hole in its center, fly into the hole and go inside. The first door you'll see leads back outside, while the second leads to a rejuvenation chamber. Using the first door is your last chance to gain EP before the final battle. If you're at level 22 or less, go back and brawl some more. Otherwise, enter the chamber and get ready for a fight!

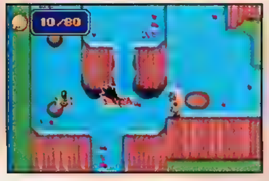



I could fly through that hole and practice on those henchmen



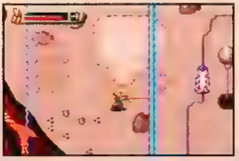
11 THE GINYU FORCE

Your next battle is against the Ginyu Force, four of the toughest beings in the universe. Use the Kame Hame Ha attack to smash the squad into the ground. When a squad member gets close, fly away (you won't take damage if you fly over them), land and attack again. It's a fairly easy battle if you are at a high enough level. Check the above map to see how much space you have to maneuver. It's easy to get stuck along the edges, so stick to the middle of the screen whenever possible.



12 FRIEZA

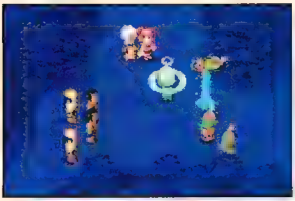
Frieza will attack after the Ginyu Force is exhausted. Attack him with the Kame Hame Ha beam until he transforms into another, more powerful form. He has four different forms, each more powerful than the one before it. Once he takes on his final form, you will transform into a Super Saiyan for the last leg of the battle. Since Frieza can wipe you out in one or two shots, it's more important to keep your distance than to attack. Wait for an opening before unleashing the Kame Hame Ha. Once Frieza is no more, you'll see a few clips from the cartoon series and enjoy a well-deserved rest. Congratulations! You've saved Namek and the precious Dragon Balls . . . for now!

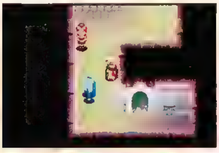


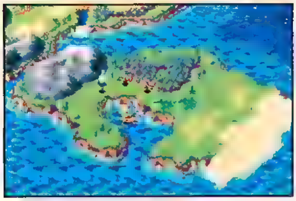
EPIC PREVIEW

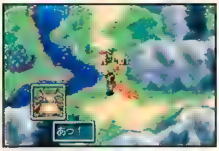
黄金の太陽 失われし時代

If only we lived on the other side of the ocean! While North America waits for the next game in the Golden Sun saga, lucky Japanese gamers have been playing it for weeks. Here's a quick look at the Japanese version of Golden Sun: The Lost Age.





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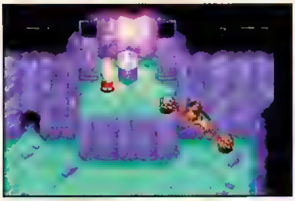
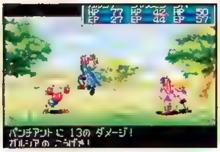
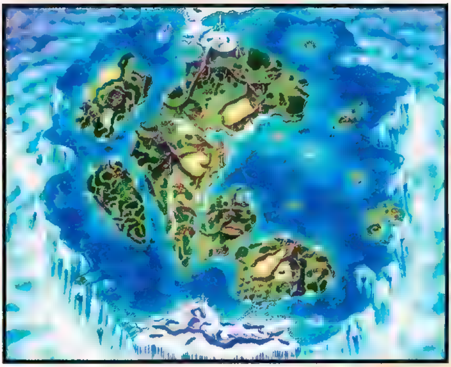
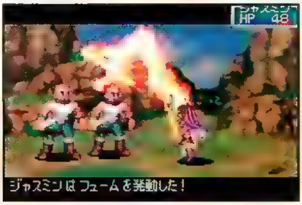




パンチアントに 13の ダメージ!
ガルシアの こうげき!

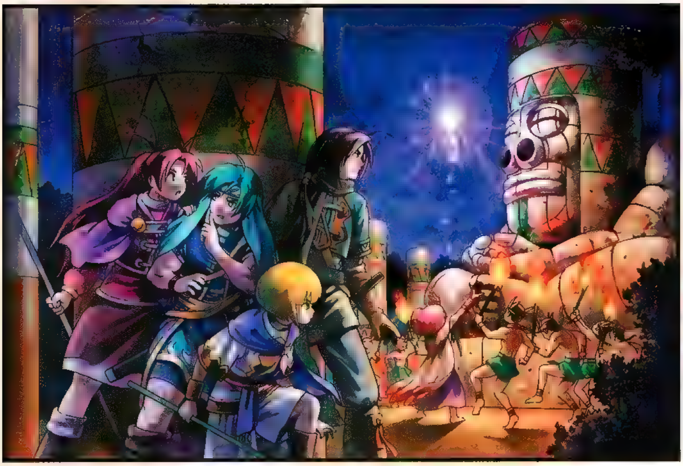


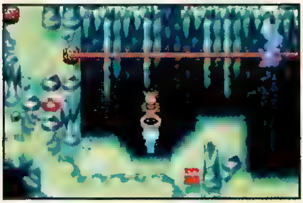
The Lost Age takes place in the same world as Golden Sun, but you can access almost every area in the second game. You'll even get a boat to help you on the journey. You also have the ability to transfer data from a cleared game to the sequel using either a Game Link Cable or a password. Game Boy Advance owners might see an English version of the game as early as Spring of 2003—though that date is subject to change.



ジャスミン は フューム を発動した！

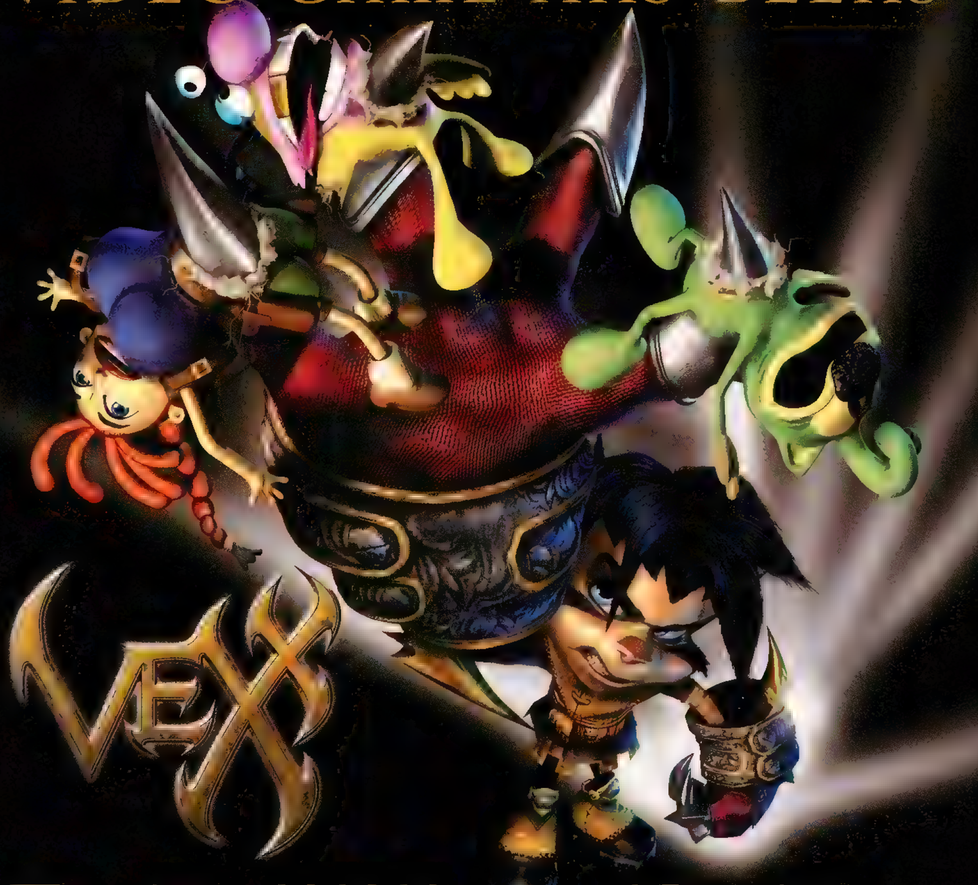
You'll see new faces and learn new Psynergy—plus enjoy visits from old friends. In the shot above, Jasmine unleashes a new Mars Psynergy on some hapless Bandits.





Puzzles again play a huge role in your quest. There are lots of different skills to learn—including climbing and rope walking.

VIDEO GAME HAS-BEENS



BEWARE...

TALK TO THE HAND!

It's a fight for freedom. And an adventure for revenge! Featuring 6 dangerously interactive worlds with objectives viewable from anywhere in the Vexx universe! Scale sheer cliffs and uncover deadly attack combos and special abilities! But beware of nightfall – your enemies morph into more evil forms as the light of day wanes! **VEXXTHEGAME.COM**

TEEN T CONTENT RATED BY ESRB | Violence

XBOX PlayStation 2 NINTENDO GAMECUBE Acclaim®

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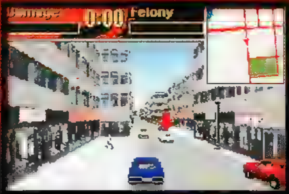
THE WHEELMAN IS BACK!
DRIVER 2
ADVANCE
TM

ONLY FOR
GAME BOY ADVANCE
DRIVER 2
ADVANCE
TM
TEEN
T
CONTENT RATED BY
ESRB
Nintendo
ATARI

*Get behind the wheel and back on the streets as Tanner, the world's fastest undercover driver. An international gang war has erupted, and you are caught in the crossfire. Experience all new urban chaos as you dodge U.S. and Brazilian gangsters. Keep your cool and don't blow your cover – **YOU ARE THE WHEELMAN!***


Damage
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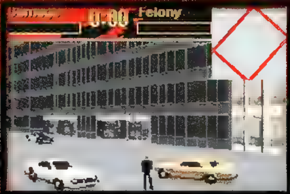
Felony

Superior driving physics and dynamic special effects push the Game Boy® Advance to the limit!


Damage
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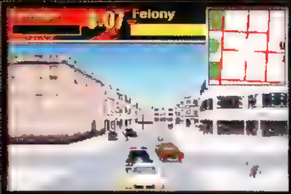
Felony

Take Tanner on 30 action packed missions throughout Chicago and Rio.



Multiplayer mode allows 2-4 players to compete for Wheelman status!

TEEN
T
CONTENT RATED BY
ESRB
MILD VIOLENCE

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REFLECTIONS

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YOSHI'S ISLAND™

SUPER MARIO ADVANCE 3

THE CLASSIC SUPER NES FAVORITE IS BACK, EXCLUSIVELY ON THE GAME BOY ADVANCE, WITH ALL-NEW STAGES, MULTIPLAYER OPTIONS AND MORE!

Long before the legendary, adult heroics of Mario and Luigi, the brothers were striking fear into Koopa hearts. A Koopa kidnap caper gone awry separates the infant brothers far from home. As fate would have it, Mario lands on Yoshi's Island, where a future lifelong pal awaits.

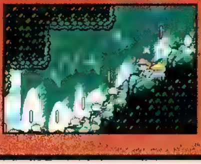
EVERYONE
E
CONTENT RATED BY
ESRB

© 1983-2002 Nintendo

BABY MARIO

Baby Mario rides on Yoshi's back as they travel the island. If Yoshi becomes stunned, Baby Mario will float in a bubble as a timer ticks down. When the timer reaches zero, Koopalings will fly down to snatch up the baby. Refill the timer with Stars.

Superstar Mario



Even as an infant, Mario can transform into Superstar Mario with the help of a Super Star. Some areas are treacherous, even for Yoshi, but Superstar Mario zips right through with incredible speed and com- [illegible]

ITEMS

Keep a keen eye out for items hidden throughout each stage, or win them from Bonus Games. You can use items at any time during a stage to give you the upper hand or to reveal secrets.

Magnifying Glass

The Magnifying Glass reveals every Red Coin in a stage. You can use it once per run through a stage.

Watermelons

Yoshi can chomp three kinds of Watermelon for instant ammo. Depending on the color, he will spit seeds, fireballs or ice.

Anytime Eggs

If you find yourself out of Eggs and there's nowhere to restock, use an Anytime Egg to replenish all six Eggs instantly.

Winged Clouds

Mysterious Winged Clouds hold useful Stars, Coins and other secrets. Shoot clouds with Eggs or toss enemies at them.

Extra Stars

Stars replenish the timer that ticks down when Yoshi loses Baby Mario. Get Stars from Winged Clouds and enemies.

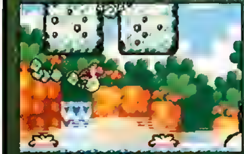
POW Blocks

Use a POW Block to knock out all the enemies on the screen and turn them into useful Stars. The more, the merrier!

YOSHI TACTICS

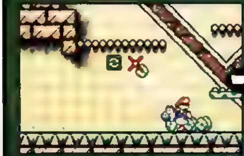
King Bowser's minions have invaded Yoshi's Island, scouring every glen and gully for Baby Mario. The once-serene island is crawling with danger, but the clever Yoshis have a few tricks of their own. The journey won't be easy, but mastering Yoshi's moves will give you an edge.

Egg Armory

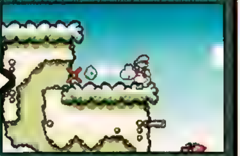


Keep a full stock of Eggs at all times. The maximum number of Eggs Yoshi can trail behind him is six, so be on the lookout for chances to restock. An Egg shot will often reveal a secret area, defeat an enemy or help you get an out-of-reach item.

Ready, Aim, Toss!



There are two Controller options for tossing Eggs—one's careful, the other hasty. Choose the one you like better by selecting the GBA icon on the main map. Press R to bring up a sight, then line up your shot and toss an Egg.



Some Flowers, Coins and other secret items are out of Yoshi's reach, but, chances are, there's another way to get them. Use the sight to take aim, then ricochet an Egg into hard-to-reach places, like corners and crevices.

Dino-Stomp

Always pound down every post in your path. Sometimes you'll need to Ground-Pound posts to open areas, reveal secrets or clear a path for Chomp Rocks. Jump up and press Down on the Control Pad to perform a Ground Pound.

Sharp Shooter

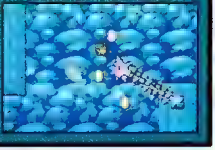
Keep an eye out for passing Fly Guys. They often carry valuable 1-Ups, Red Coins or other items. The little menaces won't hover around for long, so you've got to be quick on the trigger to knock down their precious cargo.

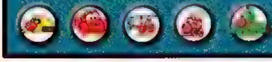
Leave No Leaf Unturned

Scour every stage for hidden secrets. There are often bonus areas or secrets in pipes, beneath posts and under suspicious-looking foliage. Be careful not to pass through one-way flippers until you've explored an area thoroughly.

MORPHING

When Yoshi finds a Morph Bubble, he can morph into one of the five vehicles shown below. When Yoshi is morphed, he can enter areas and reach things that he normally couldn't. Reach the Yoshi Block before time runs out.





100% BONUS

You'll be graded in each stage according to how many Red Coins, Flowers and Stars you collect. When you fully complete every stage in a world, you'll unlock its Bonus Challenge, in which you can win 1-Ups and items.

Gold & Red Coins

You'll find many Coins out in the open, but some will be hidden. Collect 100 Gold Coins to earn an extra life. Find every Red Coin in a stage to earn a perfect score. Red Coins are often disguised as Gold Coins.

Flowers

Five Flowers are hidden in each stage. Collect all five to get a 1-Up and earn a perfect score. Flowers are sometimes hidden in secret areas and in Winged Clouds, so search for them everywhere.

Stars

Stars add seconds back to your timer. To get a perfect score, scoop up every Star in a stage. For a perfect score in a stage with a boss, you must collect every Star and also defeat the boss with a full timer.

GAME HOUSES

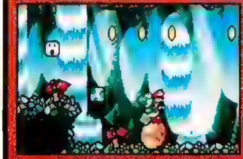
Bonus Game houses are nestled in many areas of Yoshi's Island. Find the golden Key to unlock the door, then get ready to battle Bandit for prizes. You can play as many times as you like.

Battle Bandit

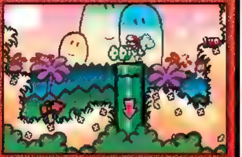
Where there's a Bonus Game house, there's a Key. When Yoshi finds a Key, it will follow him like an Egg. Take the Key to the door of the Bonus Game house then stand in the doorway and press Up on the Control Pad to enter.

WORLD 1

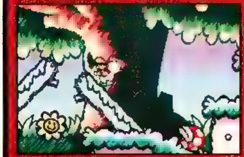
With Baby Mario perched on his back, Yoshi sets out on his journey to find Baby Luigi and return the brothers to safety. A world of pastel flower fields and rolling hills awaits the pair.



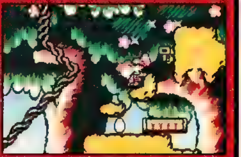
In Stage 1, hop onto the Chomp Rock for an extra boost. You can also push Chomp Rocks to bowl over enemies in your way. When you find a red Tulip, toss an enemy or Egg into it while its petals are open to get Stars or Coins.



There are many pipes in Stage 3. Be sure to check all pipes to see if you can go down them. Some pipes have 1-Ups, Coins or other valuable items hidden inside them. Check all the pipes on every stage.



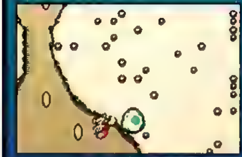
A few of the Flowers in Stage 7 can be tricky to reach. To acquire every Flower in the stage, you'll need to get creative. Pick up enemies and toss them at Flowers, or hurl Eggs so that they ricochet into Flowers.



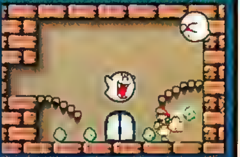
Stage 7 contains a Bonus Game house. The Key you'll need to enter it is in the Winged Cloud above the door. Jump to the right of the door, up, then left above the door. Break the yellow rock above the door to find the Key.

WORLD 2

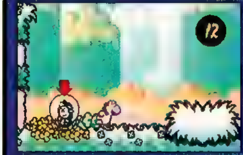
With a few of King Bowser's buddies defeated, Yoshi and Baby Mario continue their adventure. New enemies and challenges lie among the lush forests and mazelike caverns ahead.



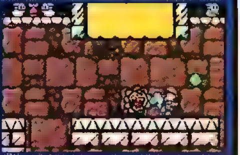
In Stage 2, there are some areas that only Superstar Mario can reach. Look for the Super Stars to transform Baby Mario, then make a dash for it. Find additional stars to keep his star-power going.



Stage 4 is crawling with ghostly Boos of all shapes and sizes. One thing all Boos have in common is fear of being seen. Lure a Boo near you, then shoot an Egg at the wall. It will bounce off and hit the Boo, turning it into Stars.



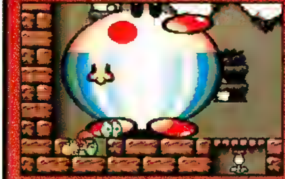
Bandits appear near the end of Stage 5. The baby-napping Bandits love to hide in the bushes and in caves. If they catch you, they'll snatch Baby Mario from Yoshi's back, so keep an eye out and watch your timer.



Watch out for Dizzy Dandies that drop and roll when you get near. In Stage 8, flowers roll wildly on the platforms above the lava. The yellow Spongy Stuff can also make timing your jumps difficult—don't get stuck!

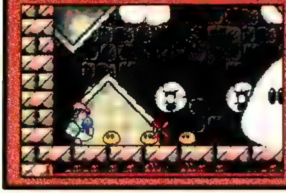
BOSS BATTLES

Burt the Bashful



Burt jumps and pounds the ground, threatening to turn Yoshi into a dino-pancake. Duck into a safe hole—either one—when Burt attacks. Catch Eggs from the Egg Plant in the center of the room and take aim quickly. Knock Burt's pants off by hitting him with four Eggs.

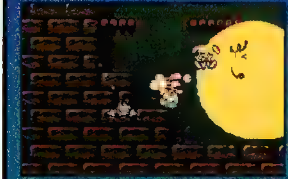
Salvo the Slime



After he's hit, Salvo will move a little faster and break into Lemon Drops that Yoshi can slurp up and turn into Eggs. Salvo's body won't hurt Yoshi, but he can push the dino into the lava—stay on the left side where it's safer. Four Egg hits will turn Salvo into sludge.

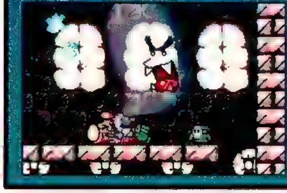
BOSS BATTLES

Bigger Boo



Be ready to aim and toss Eggs at Bigger Boo quickly—use the Hasty Control style. Shoot Eggs at the wall so they bounce off it and hit the ghost while he's moving toward you. Jump through Bigger Boo when he covers his eyes. Use the Bats to make Eggs.

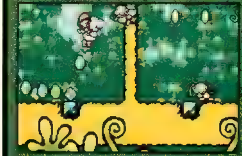
Roger the Potted Ghost



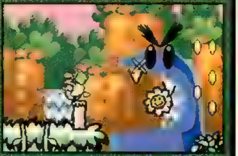
Roger the Potted Ghost, the boss at the end of Stage 8, is a real pushover—literally. When his eerie breath disappears, push against the Shy Guys and the pot with all your might. It may take a few rounds to push the pot over the edge for a smashing victory.

WORLD 3

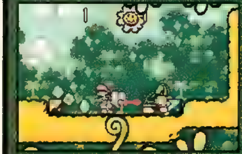
As Baby Mario and Yoshi travel deeper into the heart of the Island's jungle, mobs of menacing Grinders and hordes of savage Spear Guys are just a few of the nasties in their way.



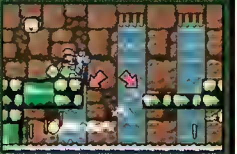
The Grinders in Stage 1 are difficult to defeat and have fruity firepower. Pelt the primates with Watermelon seeds or the Green Watermelon you'll find. A swift tongue attack will also pull them from the trees.



Beneath the deceptively calm waters of Stage 3, huge Nep-Enut lies waiting to chomp anyone who tries to pass. Keep a supply of Eggs on hand. When the blue beast draws near, pummel it in the mouth to stun it, then pass.



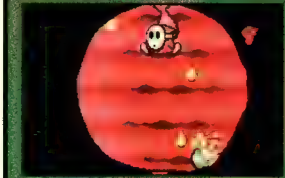
Step lightly in Stage 5—one wrong move will send Yoshi tumbling. A few Winged Clouds are hidden in the soft, yellow ground, so check everywhere. You can lick the Potted Spiked Fun Guys to create two Eggs.



Practice your expert Egg-bouncing skills in Stage 8. Many Red Coins and Flowers are tricky to reach, but well-aimed Eggs make getting them a breeze. You'll also need your Egg-bouncing skills to take out Naval Piranha.

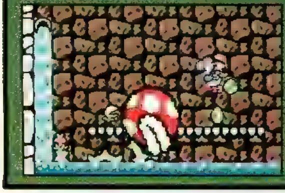
BOSS BATTLES

Prince Froggy



Kamek usually makes the boss you're facing into a giant—this time, he shrinks you! After Prince Froggy gulps Yoshi, it's time to give the amphibian a major bellyache. Dodge stomach acid drops and strike his uvula with your Eggs. Make more Eggs out of Shy Guys.

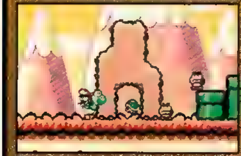
Naval Piranha



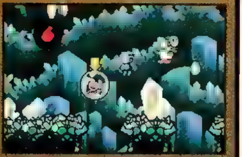
Bounce Eggs off walls to strike Naval Piranha's stem. Jump and hover to avoid the piranha's charge and vine attacks. When it lowers its head before it charges, you can't damage it. Lick up the Nipper Plants and convert them into Eggs.

WORLD 4

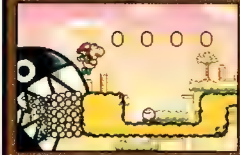
Hot on the heels of Baby Luigi's captors, Yoshi and Baby Mario trek through the jagged mountains and foothills of Yoshi's Island. Bowser's lackeys are tough and persistent, but Yoshi bravely carries on.



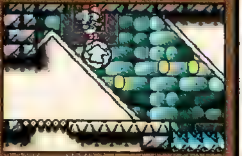
Koopas and Goombas swarm the area in Stage 1. Steal the Koopas' shells from their backs. Leap up and drop the turtle shells onto your enemies to send them flying, but watch out for inbound shells that ricochet off pipes.



A Bandit hideout in a crystal cavern lies deep beneath the surface of Stage 1. Watch out for the sticky-fingered baby Bandits as they leap out from behind large crystals. Move fast to keep Baby Mario out of their clutches.



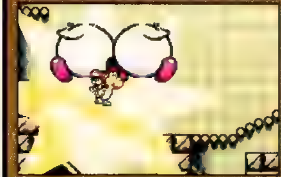
As soon as Yoshi sets foot on the yellow ground in Stage 4, a Shark Chomp will be hot on his trail. Sprint to the far-right wall to safety. Grab as many Flowers and Coins as you can, but don't stop or you'll become Chomp chum.



In Hookbill's Castle, look for a room with an Arrow Wheel and a spiked floor. Break through the cracked block in the ceiling with an Egg. Ride the Arrow Wheel up to enter a secret area. Defeat the two Mildes to get a Red Coin.

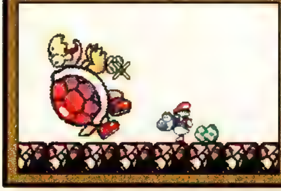
BOSS BATTLES

Marching Milde



Marching Milde divides each time you Ground Pound it, until it reaches its normal size. Hover in the air when you're not stomping rotund foes. By the time Milde is completely divided, you'll have a gaggle of little critters to clean up. Yoshi had better be hungry!

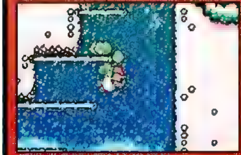
Hookbill the Koopa



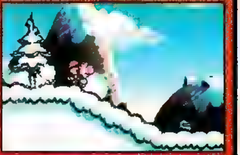
When he stands, strike Hookbill in the head three times with Eggs to knock him on his back. While he's down, dash up and Ground-Pound his stomach. Try to hit his head as soon as he stands. When Hookbill is on all fours, jump on his head for Eggs.

WORLD 5

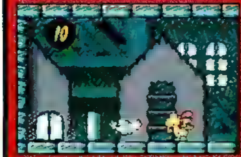
Although Yoshi's Island is a tropical paradise, the highest peaks are home to snow-dwelling enemies, like Bumpties, Dr. Freezegoods and Mace Penguins. Strap on your skis and take to the slopes!



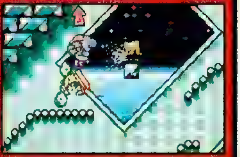
As Yoshi braves a blizzard and dodges Thunder Lakitus in Stage 1, don't miss a hidden Key. Drop and glide carefully down the platforms to find a Crate holding a Key to the Bonus Game house—just a snowball's throw away.



Where there's snow, there's snowballs! Find the small snowball at the beginning of Stage 2. Stand behind it and set it rolling to create a gigantic all-purpose snowball. Roll it over enemies and use it for a boost to higher areas.



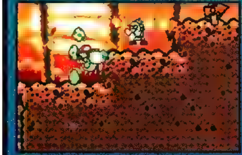
In Stage 4, enter the first door on your left. Use a Winged Cloud item to turn the Chain Chomp into a Winged Cloud. Use an Egg on the cloud, then enter the left door. The Message Block inside knows a secret code.



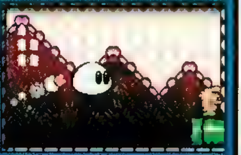
Bouncing Bullet Bills offer a free ride to secret areas if you time your jump right. In Stage 8, boost yourself up to a hidden area by catapulting off a Bouncing Bullet Bill's back. The secret area holds two Flowers and some coins.

WORLD 6

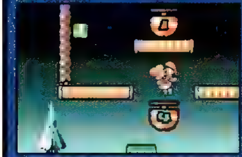
The normally sunny skies of Yoshi's Island have darkened eerily as Yoshi nears King Bowser's Castle. Night is falling and you can hear the faint crying of a baby just beyond the horizon.



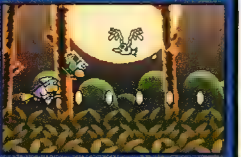
World 6 is home to many new enemies. Zeus Guys are introduced in Stage 1. Normal attacks can't hurt the punchy, little ninjas, but fire and ice can. Use a Blue Watermelon or Fire Melon from your inventory.



Someone's blocked Yoshi's progress through Stage 4 with a locked cork and Salvo looks guilty. Hit the goo with an Egg six times. If you miss, leave the room and restock your Egg supply. Defeat Salvo for the Key.



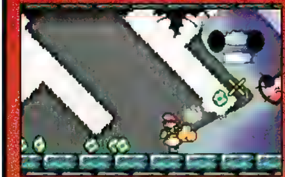
Speed and precise timing are crucial in Stage 7. Dash across the Countdown Platforms to get Flowers and Red Coins. The number on each platform indicates how many seconds you can stand on it before it will fall.



The entrance to King Koopa's Castle is guarded by broom-riding wizard Kamek, and he's looking for a dogfight. Morph into a helicopter to stave off Kamek's hot pursuit. Duck and dodge Kamek's fly-by attacks.

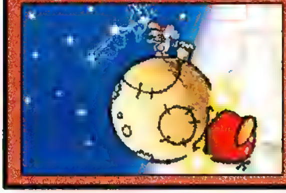
BOSS BATTLES

Sluggy the Unshaven



Sluggy the Unshaven is a real slimeball. Load up on Eggs from the Egg Plant on the left and strike hard at Sluggy to reach his soft, gooey center. Aim for his heart and shoot accurately. Hit Sluggy's heart three times to defeat him before he pushes you off the edge.

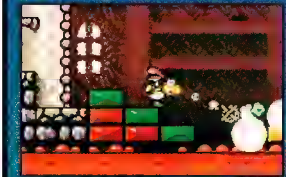
Raphael the Raven



Raphael chases you around the moon—he stomps so hard that fireballs shoot from his speedy feet. Jump to avoid his attacks, and Ground-Pound the stakes when Raphael is on the opposite side. Three hits will send him spinning into the stratosphere.

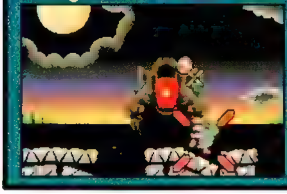
BOSS BATTLES

Tap-Tap the Red Nose

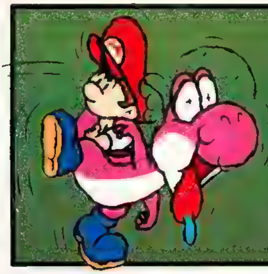


Aim your Eggs at the colorful floor beneath Tap-Tap's feet to break holes in it. Green blocks take one hit, whereas red and yellow take more. Jump and hover to avoid the boss and grab more Eggs. Once you've created a large hole, knock Tap-Tap into the lava.

King Bowser NP



Ground-Pound the floor—three jolts will knock Baby Bowser onto his back. After Kamek turns Baby Bowser into a giant, catch Eggs and toss them into his mouth. Seven hits will cool off the hotheaded tyrant for good. For more info, [illegible] nintendopower.com.

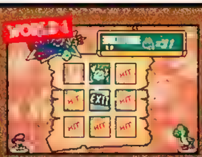


6 ALL-NEW STAGES!

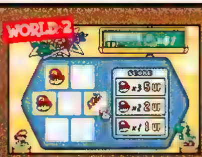
After you put Bowser in his place by defeating him, six all-new stages will open up—one in each world. These secret stages are exclusive to Yoshi's Island: Super Mario Advance 3. Muster all your expert skills because these stages are the most challenging yet.

BONUS CHALLENGES

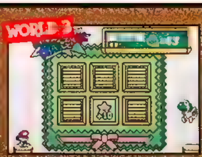
A Bonus Challenge is your reward when you land on a Flower at a stage Goal. You can unlock one Bonus Challenge per world. If you can get a perfect score for every stage in a world, you'll unlock its Bonus Challenge. They're not only tons of fun, but a great way to earn 1-Ups and other items.



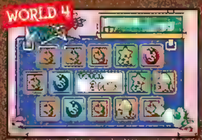
The Flip Cards game is about pure chance. Flip cards to win items—if you get Kamek, you lose.



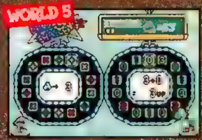
Scratch three spaces in the Scratch and Match Game. Uncover Baby Mario faces to win up to five 1-Ups.



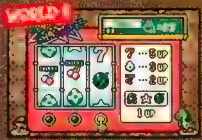
You've got only one shot in the Drawing Lots Game. Turn over one card to win an item . . . or see Kamek.



The Match Cards Game tests your memory. Match all the cards on the board to win all the items.



Bet Yoshi lives in the Roulette Game. You may win big or lose it all—choose your number wisely.



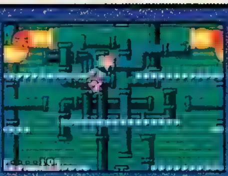
Play the Slot Machine Game to win extra lives. Cross your fingers and test your luck in this game of chance.

MARIO BROS.

The Mario Bros. Classic that everyone loves is included with Yoshi's Island: Super Mario Advance 3. The arcade favorite is a freebie with every title in the Super Mario Advance Series and they're all interchangeable. Play solo against the computer or battle with up to three pals.

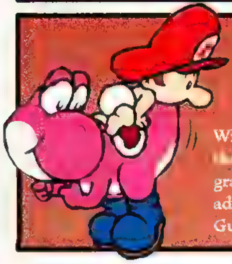
Four-in-One Fun

You and up to three friends can enjoy the fast-paced fun of Mario Bros. with only one Game Pak. Link up your Game Boy Advances with a Game Boy Advance Game Link Cable and get ready for a Mario battle royale.



Watch the pipes on both sides and knock enemies out quickly before they reach the lower platforms. If enemies are advancing, flip them onto their backs to create temporary blockades. Save POW Blocks for emergencies.

Up to four players can simultaneously enjoy the stomping, leaping, coin collecting fun. You must have at least two Game Boy Advances and a Game Boy Advance Game Link Cable to access the multiplayer mode.



DINO HEROS

With Mario and Luigi reunited and back home where they belong, [illegible] grand victory. If you're hungry for more info about Yoshi's heroic adventure, keep an eye out for Nintendo Power's Yoshi's Island: Super Mario Advance 3 Player's Guide for complete maps of every stage, detailed boss tips, cool secrets and more!

Drive Like You've Never Imagined.
"...takes vehicular racing to the next level..."
— IGN
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Violence
NINTENDO GAMECUBE.
PlayStation 2

Hot Wheels
VELOCITY X
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SEGA SMASHPACK™

Ecco the Dolphin™ · Sonic Spinball™ · Golden Axe™

Sega, THQ and Codefire deliver a blast from the past with the first Smash Pack for GBA, reviving three classic Genesis titles.

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EVERYONE
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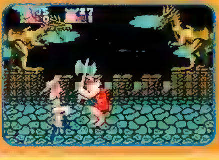
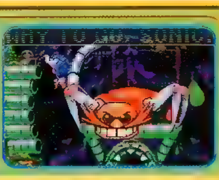
CONTENT RATED BY ESRB
Violence

GOLDEN AXE



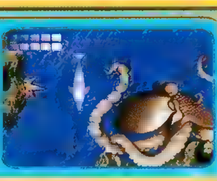
Think back to 1989 when Golden Axe was first released. Brittany Spears was clocking time on "The Mickey Mouse Club," George W. Bush's father was the country's president and the *Star Wars* saga was still a trilogy. Relive an earlier era with Golden Axe in its Game Boy Advance resurrection. Even multiplayer capability is still intact via the GBA Game Link Cable.

SONIC SPINBALL



Since his debut more than 10 years ago, Sonic has been one busy little hedgehog, appearing in over 30 titles. His role as a pinball remains one of his most unusual. Sonic Spinball delivers the frenzied pace that is the trademark of all Sonic games—it's what makes them so addictive. For those unfamiliar with the game, Sonic Spinball alone justifies the purchase of the first Sega Smash Pack on GBA.

ECCO THE DOLPHIN



Yes, 1993 was a good year for large, friendly marine mammals. Free Willy charmed millions on the big screen, while Ecco the Dolphin made a huge splash on Genesis. The brilliance of Sega's first Ecco title lay in its enchanting underwater scenery and magical sea sounds—not to mention its unique game play, which simulated dolphin behavior. It's all been recreated beautifully on Game Boy Advance.

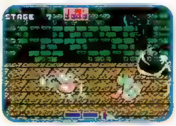
GOLDEN AXE

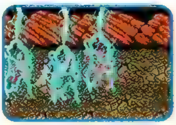
In the wake of the landmark side-scroller, Double Dragon, Sega built a multiplayer adventure of its own that became an instant classic. Golden Axe pushed the genre to a new level by offering three playable heroes, each with unique attributes and powers. Gamers encountered a degree of variety that they had never experienced before.

Three Warriors, One Common Thread

Despite drastic differences in their physical appearances and fighting styles, the legendary Golden Axe trio bonded while on a mission of retribution. As a group, they were determined to avenge the murder of their loved ones.

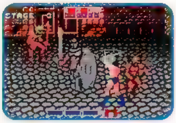
Gilius Thunderhead





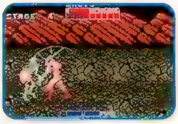
The familiar dwarf with the green tunic is arguably the most powerful player in the game, occasionally wielding the Golden Axe and striking enemies down with lightning. He can also lower his helmet and bowl over opponents.

Ax Battler



As the staple He-Man look-alike, Ax Battler swings a deadly sword and possesses a sculpted body and long hair. He has more skills than the typical muscle-bound warrior—his mushroom magic can flatten an entire army in seconds.

Tyris Flare

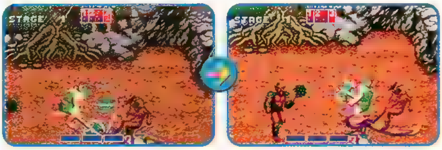


Proving that she's more than just a pretty face, Tyris became the hero of choice thanks to her wicked flying kick and overwhelming magic spells. Enemies don't stand a chance against her gargantuan curtains of blazing flames.

Advice for Heroes

Dig up those old-school gaming skills—it's time, once again, to fight an epic battle. The royal family has been captured and the townsfolk are fleeing Turtle Village. Choose your favorite character and prepare for an onslaught.

Rent-a-Dragon

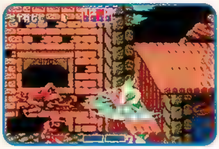


A unique aspect of Golden Axe is the option to steal a beast for transportation. It's even more fun when two players fight for the same ride. Knock an enemy off an animal and walk toward the fallen beast to commandeer it. Press A to use the animal's attack skills.

Blazing a Trail

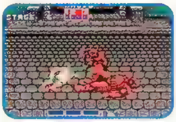
Dragons are outstanding weapons—they scald anything in their paths. Retain dragons for as long as possible.

On the Ledge



Take advantage of platforms to strike enemies from above. As long as you keep swinging, they'll have a hard time harming you.

Battle Ram

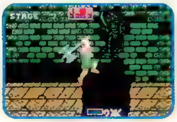


Tap twice on the Control Pad to charge toward an opponent. If you get enough speed, you'll knock an enemy down.

High Strike

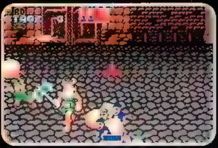
When you're faced with tall foes, leap into the air and swing at the top of your jump—you'll strike your enemy in the head.

Leaps of Faith



In the old days, hopping over pits was one of the most perilous gaming tasks. Position yourself on the very edge before leaping.

Magic Trick



Add to your arsenal of magic power by catching dwarfs that scramble across the screen.

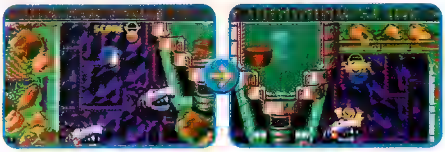
SONIC SPINBALL

Pinball purists might scoff at the outlandish style of Sonic Spinball, but there's no denying its incredibly addictive game play. The goal of each level is to collect three emeralds and defeat the boss. To succeed, you'll have to bounce around and uncover passageways, levers, slides and even warps. You've never played pinball like this before.

Toxic Caves

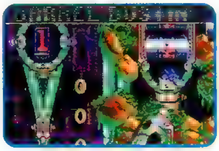
There are five sections that you must access in the Toxic Caves: the starting room, two side rooms, the cart room and the boss room. Both side rooms will lead to the cart room, and you can fight the boss only after collecting all three emeralds.

Drain the Slime, Open the Tunnels



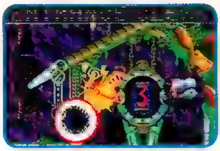
Bounce around the first area until you pull one of the rings at the top of the screen and drain the slime. Two tunnels will open—they'll allow Sonic to access the rooms to the left and right. Use the center of the flippers to send Sonic flying through the tunnels.

Barrel Bustin'



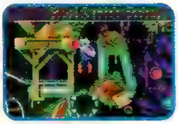
Once you've reached one of the side rooms, cruise through the tunnel three times to bust the barrels and open the path to the cart room.

Gettin' Loopy



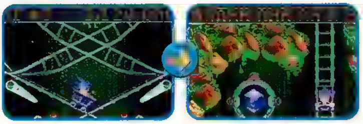
If you're having a hard time landing inside the tube, circle the worm loop three times to break the door and open the pathway.

Ready the Ramp



There is a tiny opening in each side room that leads to a lever, which you must hang from to lower the ramp for the cart. You can't get the emeralds without the ramps.

Go for a Ride

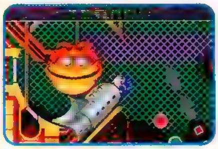


Once you reach the cart room, ride down one of the tracks to recover an emerald. If you haven't pulled the correct lever before riding the cart, you'll return to the start.

Lava Powerhouse

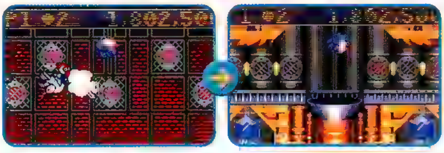
The Lava Powerhouse has two nearly identical sections, one above the other. Each contains two open areas and a steam room. Unlike in the first level, there is no platform to prevent Sonic from expiring if he slips past the flippers.

Ready, Aim, Fire



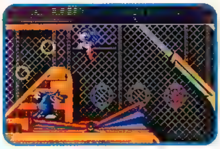
Send Sonic spinning through the loop and shooting out of the canon to clear the blocked passage. Three hits will bust the gate.

Full Steam Ahead



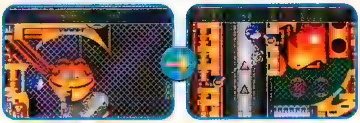
Once you're inside the steam room, press the A Button to puff Sonic up toward the flashing arrow. You can use the chickens for extra leverage. Retrieve the emerald and coins in the room above and head back down to continue.

Seesaw



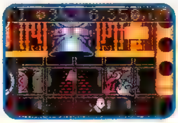
Jump onto one side of the fan to force the creature on the other side into the air. You'll be launched into the next zone.

Up, Up and Away



Continue to use the canons to break open passages. Prepare to use steam jets to push your way up lengthy tunnels. Tap the A Button rapidly to ascend the shafts.

More Steam

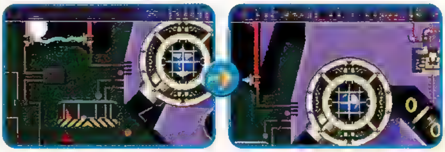


The jets in the second steam room will not be functional until you collect all the emeralds. Use the same technique you used in the first steam room to push Sonic through.

The Machine

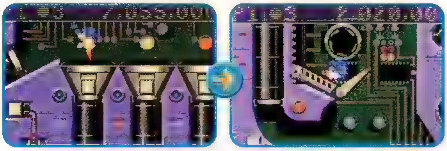
The Machine isn't as vast as the other levels, but the zones are more difficult to reach. There are two areas on either side of the starting room, an animal prison and a boss room. You must recover five emeralds and free the animals.

Feel the Power



Launch into the power chambers three times to open the door to the circular container. Collect the first emerald inside. After you recover all five emeralds, the container will spin and drop you into a new area.

High Octane

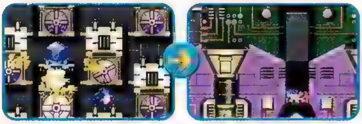


Use the floating platform to reach the room on the left. Drop into one of the pistons and soar upward, where a single flipper awaits. Use the base of the flipper to send Sonic flying up the wall to the left.

Sonic Maneuvers

Sonic doesn't have much opportunity to use his unique skills, but they're available when needed. When faced with a dead end, perform a superspin to cruise up steep ramps.

Free the Animals

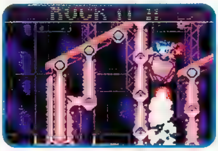


You'll have to hit a cage several times to open it. Bounce around and knock into as many as possible. Try to open them all for a 500K bonus. There is an emerald in the center cage.

Showdown

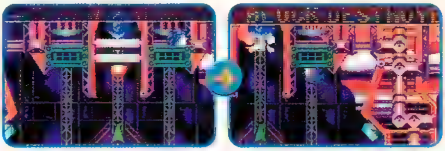
The final level is loaded with pitfalls, so keep those flippers moving, especially when free-falling into unknown territory. There are several sections to explore, including three inside rooms, two outside rooms and a bomb room.

Safety Net



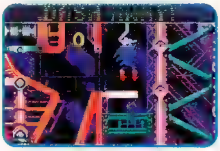
Before moving ahead, hit the three green targets on the left and right sides of the first area to plug the holes with rocks.

Bust a Move



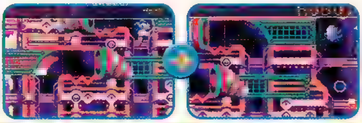
Smack the large red buttons at the top of the screen to break the four blocks and open the ramps on either side of the room. After you break the blocks, you can exit into the outer areas.

Hooked on Sonic



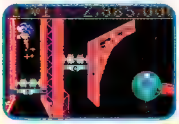
Watch for ramps that lead to small platforms below dangling hooks. Pull the hooks to access helpful bridges and flippers.

Blocked Off



From the starting room, exit through the left hole in the roof and drop down. Break more blocks until a path is opened. Fly through the windsock to get an emerald.

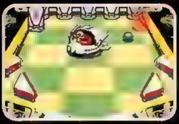
Bombs Away

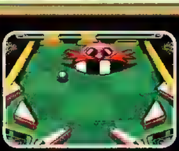


After collecting the emeralds, you can use the bomb springs to propel Sonic into the boss room. Alternate between the two lines of springs to send Sonic soaring upward.

Bonus Levels

After you've successfully completed each level, try to accumulate more points by winning various minigames. Each game provides a collection of objects that you must knock away with a maximum of three balls. Bonus levels are helpful for breaking high scores.





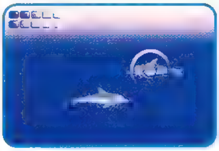
ECCO THE DOLPHIN

With dozens of levels and a multitude of enemies—such as sharks, jellyfish and prehistoric sea creatures—it's easy to see why Ecco became an instant favorite. Put on some headphones and dive deep into the beloved classic.

To the Ocean Depths

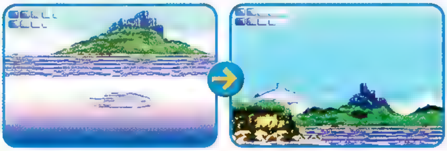
To succeed as Ecco, you'll have to undertake a number of daunting tasks: You'll use sonar to discover hidden routes, uncover opportunities to refuel your supply of oxygen and break cryptic messages to reveal clues.

Dolphin Speak



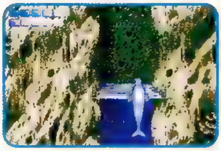
Press A to emit sonar and chat with other creatures. Communication is the only method for uncovering the mysteries of the sea.

Land Leaping



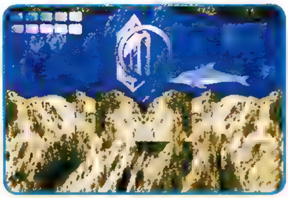
Escape from dead ends by launching out of the water and over small islands. You'll need to gain speed to complete jumps successfully. Press the B Button and the Control Pad simultaneously when you're near the surface to leap into the air.

Fresh Air



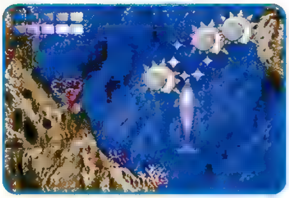
Keep an eye on the meters in the upper-left corner. When you're running low on oxygen, make a quick dash for the surface.

Mysterious Glyphs



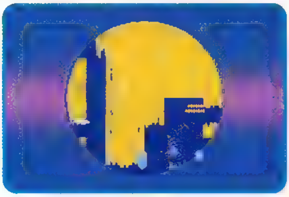
The large crystals can send messages, open passageways and impart new songs.

Breaking Through



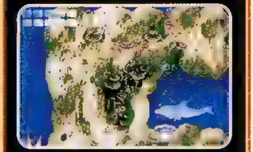
To charge toward an obstacle, press and hold the B Button, then release it. Ecco's snout will bust through most obstructions.

Map the Territory



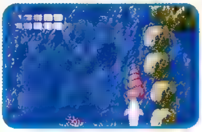
Hold down the A Button to reverberate your sonar through currents and caverns. The color-coded map shows all critical items.

Sound of Music



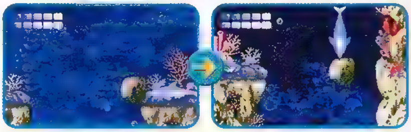
You can ward off enemies once you've learned new songs. Earn special powers by singing to shells.

Plow the Field



Use sharp objects, such as shells, to clear a path through blocked areas of the ocean.

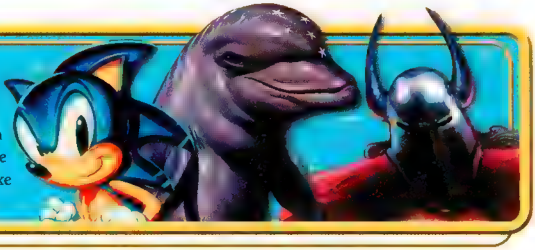
Going against the Flow



Strong currents will prevent you from accessing important areas of the game. Use heavy rocks to block the flow of the water—you'll give yourself access to swim freely through uncharted sections.

CLASSIC FUN

Innovative games stand the test of time and are passed down from one generation to the next. Bundling classics has become a popular trend—with Sega fully immersed in game development, expect to see more Smash Packs in the near future. But until then, Sonic, Ecco and the Golden Axe trio should provide plenty of old-school fun.



WIN! The Ultimate Gaming Rig!!

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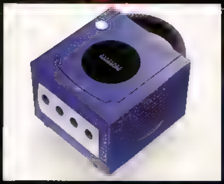

You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? It looks simple, but it's only the start. Each of five more puzzles will get harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Try your hand and play to win!

Computer Contest. Win a tricked out gaming computer with 2.0 Ghz Pentium 4, 1 Gig. RAM, 120 Gig. HD, DVD, Windows XP, Nvidia 3D card and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Nintendo Gamecube, GameBoy Advance and $1,000.00 in games YOU choose! Bonus options include: Microsoft XBox and Sony Playstation 2!, 33" television gaming monitor, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 60 inch HDTV monitor, 130 watt receiver w/ Dolby Digital, DVD and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. For each contest there will be four more puzzles at $2.00 each and one much tougher final at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. Highest score in the final determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H				
		E			
P	I	N	C	H	W
	R				
S					

MYSTERY WORD

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS........K	BLAST ......A	WRECK .....D
BREAK ....Z	PUNCH .....S	SPRAY C	TURBO......V
STOMP .....T	STAND.......R	PRESS........E	DREAM....O
CRUSH........I	SCORE .....H	SLANT L	CHASE......P

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FIGHT
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MARVEL
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TEEN
T
CONTENT RATED BY ESRB
Violence,
Suggestive
Themes

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LOOK WHAT'S MAKING A SPLASH THIS MONTH!

TITLE WAVE

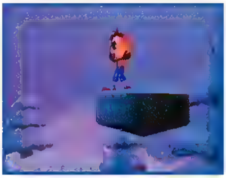
- CRASH BANDICOOT: THE WRATH OF CORTEX
- CUBIX: ROBOTS FOR EVERYONE: SHOWDOWN
- EGG MANIA: EGGSTREME MADNESS
- THE SCORPION KING: RISE OF THE AKKADIAN
- AGGRESSIVE INLINE
- COLIN MCRAE RALLY 2.0
- SPONGEBOB SQUAREPANTS: REVENGE OF THE FLYING DUTCHMAN
- TUROK: EVOLUTION
- V-RALLY 3

CRASH BANDICOOT: THE WRATH OF CORTEX

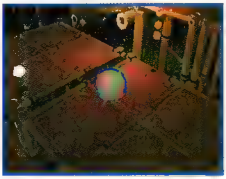
EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

Crash Bandicoot makes his first appearance on the Nintendo GameCube in Crash Bandicoot: The Wrath of Cortex. Game play variety is the heart of the title—you'll need to run, jump, swim, fly and roll your way across numerous wacky levels before the day is won.

Most levels are linear, forward-scrolling affairs, but you can occasionally find a secret off the beaten path. In the first area, jump on the mastodon's head for an extra life.



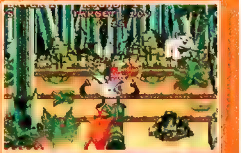
Anytime you see a platform marked with a question mark, jump on it and see where it carries you. You'll usually find a special item or a secret area at the end of the line.



When you collect 100 pieces of fruit, you'll earn an extra life. If you smash every crate in a level, you'll be rewarded with a gigantic jewel.

SNEAK SHOES

Each time you are victorious in a boss battle, you'll earn a card that grants you a special power. You must use some of the powers in certain situations, but others just give you a leg up on enemies in general. Experiment with your newfound powers to discover where and when they are most effective.



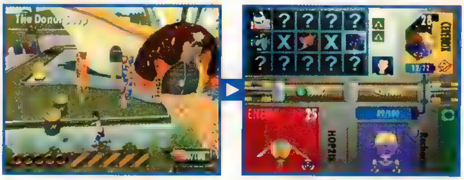
POWER PLAY

If you have a Game Boy Advance and a Nintendo GameCube Game Boy Advance Cable, you can connect the systems and download a Crash minigame to your GBA.

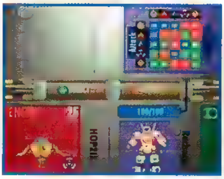
EVERYONE
E
Mild Violence
CONTENT RATED BY ESRB

CUBIX: ROBOTS FOR EVERYONE: SHOWDOWN

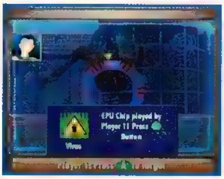
The sleepy burg of Bubble Town is in trouble once again, and it's up to you and Cubix, everyone's favorite robot, to save the day. The meat of the game is Story Mode, where you collect robots and have them battle each other—but the title also contains a slew of fun minigames.



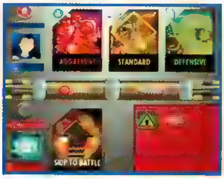
Your robot friends are powerful allies but not invincible. You must find batteries to recharge your bots and restore their energy. Batteries are located in plain sight all over Bubble Town. If you're low on juice, grab all the batteries in an area, leave, then return—there will be more batteries for the taking.



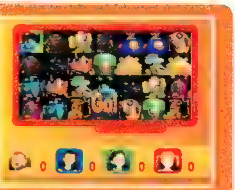
There are five types of robots—Power, Fire, Water, Electric and Radiation—and some types have an advantage over others. Examine a robot by pressing R before a battle.



You can use EPU chips in battle. The chips give your robots special powers—such as increased attack power—for a turn. If your attack misses, the chip is wasted.

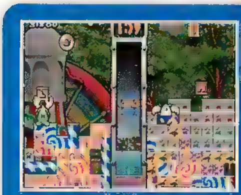


You'll usually hit an opponent on your first attack, so open a battle with an Aggressive move. If the attack succeeds, use a Standard maneuver in round two.



POWER PLAY

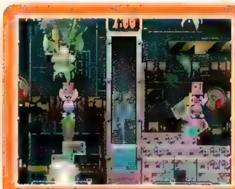
Cubix's minigames are a ho [illegible] can have up to four people [illegible] the fun or play solo against the computer. You'll have to unlock many of the minigames in Story Mode.



EVERYONE
E
CONTENT RATED BY ESRB

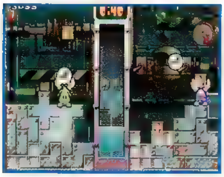
EGG MANIA: EGGSTREME MADNESS

Why are eggs like a puzzle game? They both get scrambled—ha ha! Eggs and puzzle games come together in one magnificent package with Kemco's Egg Mania: Eggstreme Madness for the GCN. Build up instead of tearing down in a pleasant twist on a familiar genre.

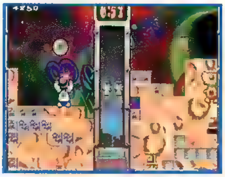


POWER PLAY

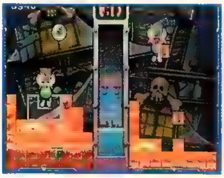
Your tower will crumble if you don't build a wide base, but you can cheat a bit near the top. If ou're about to reach the end and are in a tight race), build your last few levels skinny and tall—by the time the tower falls, you'll already be safe.



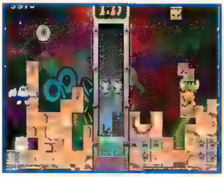
Egg Mania strategy is simple: Construct a solid tower of blocks before water comes in and fills the playing area. You'll get power-ups in addition to the blocks. The Filler power-up, which looks like a trowel, is very handy.



If you get your hands on a bomb, hang onto it for a few moments before tossing it back. If you chuck the explosive too soon, your opponent will have time to hurl it back onto your side before it blows.



Quick Shoes are another helpful power-up. They make your egg of choice move faster so you can place blocks at a quicker rate. Once you get the shoes, jump up to meet the falling blocks and shave even more time off your score.



Plan your strategy carefully! In the above shot, the egg on the left has become trapped in a corner. If you want to build a tall segment of your tower, make sure that you stand in the middle of the screen, not near the edges.

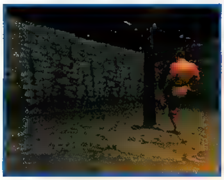
THE SCORPION KING: RISE OF THE AKKADIAN

TEEN
T
CONTENT RATED BY
ESRB
Violence

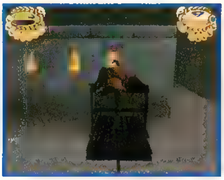
If punches and kicks had an odor, you'd be able to smell what The Rock was cooking in The Scorpion King: Rise of the Akkadian. You'll need all of the king's special moves and weapons to defeat the hordes of baddies bent on your destruction.

POWER PLAY

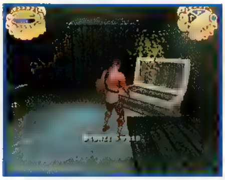
Run and press the Y Button for a powerful special attack that strikes all enemies within range. It's a great way to get out of trouble if you're backed into a corner or surrounded by angry enemies.



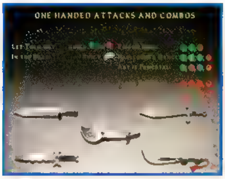
If you get stuck in an area and can't find an exit, just follow the Rock's lead and start smashing things. In the above shot, the Scorpion King has to break some scaffolding to create a ramp to the next area.



In the first town, kick out the chocks that hold the wagon's wheels in place then jump on top of the wagon and ride it to the far wall. Climb on top of the roof and follow the ledge to reach a Red Jewel.



You begin the game with little more than a snazzy loincloth and a pair of large fists. As you get deeper into the game, you'll find shields, swords and other useful weaponry.

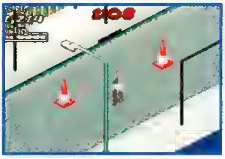


The combos aren't difficult to pull off, but they can be tricky to remember. Press the Start Button to pause the game and check out the list of moves you've learned.

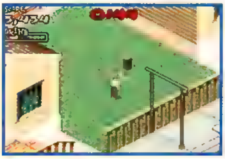
AGGRESSIVE INLINE

EVERYONE
E
CONTENT RATED BY
ESRB
Mild Violence
Mild Lyrics

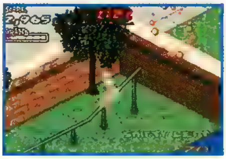
The Nintendo GameCube isn't the only place to find the world's best bladers. Aggressive Inline for the GBA puts all the fun and challenge of the GCN version into the palm of your hand. It even plays popular songs by Black Sheep, Saliva, Sludgefeast and more.



Each level has multiple objectives, but you don't need to complete them all if you want to unlock the next area. In the first level, simply complete the cone slalom and set a new high score to open up the second level.



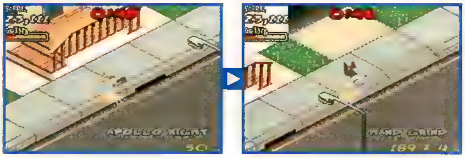
When you reach the second level, smash all the garbage bins and set a new high score to open area three. Your biggest enemy is the clock—unlike Aggressive Inline on the GCN, all the levels in the GBA version are timed—so work quickly.



In Level 3, look for a long rail with five rings at the top. Grind the rail and grab the rings to complete one objective and earn a ton of points toward the high score. There are 13 different levels in all.

POWER PLAY

Halfpipes are good places to score big points, especially if you link combos together. Pick a skater with a high Air rating if you want to use halfpipes.



The best way to score points is to link high-scoring combos together. Don't push yourself too hard! It's better to score 5,000 points than to fall at the end of a 10,000 point combo. Practice blading for a bit so you can learn when to bail on a combo.

EVERYONE

E

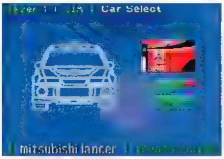
CONTENT RATED BY ESRB

COLIN MCRAE RALLY 2.0

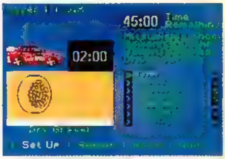
Take control of Britain's only WRC champion with Colin McRae Rally 2.0 for the GBA. Though it shares a number of features with another Title Wave game, V-Rally 3, Colin's adventure has a feel that's all its own. Choose from three different modes—multiplayer, rally or arcade—customize an off-road racing machine and go for the world championship!

POWER PLAY

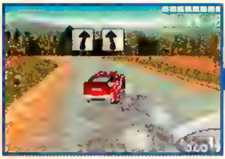
[illegible]



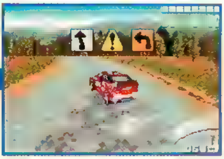
Weight is an important consideration when selecting a vehicle. Heavier cars are a lot easier to control, but they won't accelerate as quickly as a lighter car. Start with a big car and work your way down.



You must customize your vehicle before the big race. The gearbox, tires, suspension, power ratio, brakes, brake bias and steering will all need attention before you start out.



They don't call him "Colin McCrash" for nothing. The game accurately recreates Colin's pedal-to-the-metal style, so steering can be a bit tricky. Go slowly until you learn the limits of your car.



Colin will yell out directions as you drive. Use the advice by tapping on the Control Pad in accordance with his instructions (two Right, three Left and so on). Also, use the on-screen arrows to plan ahead.

EVERYONE

E

Comic Mischief

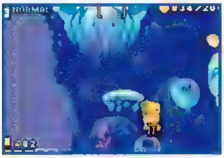
CONTENT RATED BY ESRB

SPONGEBOB SQUAREPANTS: REVENGE OF THE FLYING DUTCHMAN

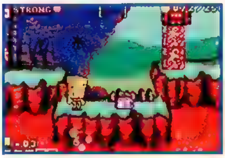
On a quest to recover his lost pet snail, Gary, SpongeBob SquarePants stumbles upon the Flying Dutchman, a pirate who yearns for gold doubloons and hidden booty. Guide SpongeBob through multiple areas as you try to recover the pirate's 10 treasures and earn a secret wish. The platform adventure is suitable for all ages, though the hard difficulty setting may frustrate younger players.

POWER PLAY

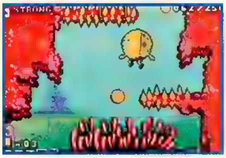
[illegible]



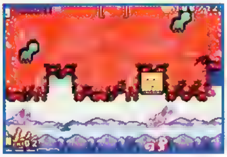
SpongeBob uses different kinds of bubbles to help him through the various areas. Each type of bubble has a special power—some let you jump higher, some trap enemies and some break walls.



As you get deeper into the game, you'll find that you must plan ahead. Don't just grab the first new type of bubble that you see—make sure that you don't need your current type before switching over.



Since Mr. SquarePants is a sponge, he can float through the sea by inflating himself. Press the A Button once to jump, then press it again to float. The maneuver is useful for crossing wide gaps.



If an enemy is on your tail, hide in the coral! If you see a square-shaped hole, hold Up on the Control Pad and press the A Button. You'll jump into the gap and stay there until you press A again.

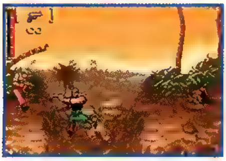
TUROK: EVOLUTION

TEEN
T
Animated Blood
Violence
CONTENT RATED BY
ESRB

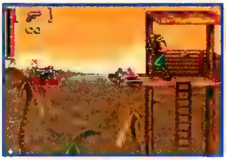
Turok returns to portable gaming with Turok: Evolution for the GBA. While its release date is nearly the same as that of Turok's massive GCN adventure, the GBA Turok is a side-scrolling shooter in the mold of the original Contra or Rush 'N Attack. Run, run, run forward while you pick up new and more powerful weapons and eliminate endless hordes of enemy soldiers. If you like rapid-paced button-mashers, Turok is not to be missed.

POWER PLAY

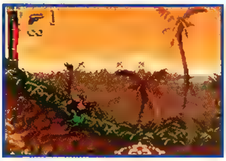
If you have two GBAs, two copies of the game and a single Game Link Cable, you can hook up with a friend for multiplayer action. The multiplayer mode is cooperative, so you'll have to share weapons and items.



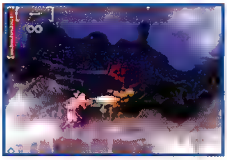
Jump into pits and foxholes to avoid enemy attacks. You can also duck by pressing Down on the Control Pad. Most enemies aim high, so duck and shoot whenever you see fresh foes approaching.



Land mines will often block your way. Rather than trying to jump over them, look for a red button nearby. Push the button to detonate mines and clear the path ahead.



Your enemies aren't limited to small arms fire—they can also launch bombs and mortar shells at you. When you see a white target appear on the ground, it means a bomb is about to drop—so get out of the way!



Tanks block your path in the second area. Walk forward until you see the barrel of a tank's cannon on the edge of the screen, then start shooting. You'll hit the tank, but it won't be able to fire at you.

V-RALLY 3

BEST TIME
01'45"85

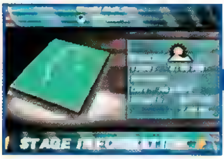
EVERYONE
E
CONTENT RATED BY
ESRB

Infogrames brings rally racing to the GBA with V-Rally 3, a racing spectacular that features real cars, realistic physics and a whole lot of speed. Pledge your allegiance to one of 10 real-world racing teams—including Ford, Renault and Volkswagen—then work your way to the top of the racing circuit. With over 40 tracks in seven countries and a great multiplayer mode, you'll be driving for a long time to come.

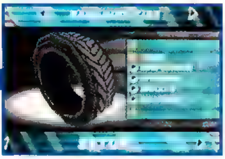
BEST TIME
02'20"00

POWER PLAY

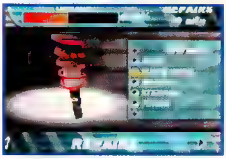
V-Rally 3 offers a unique perspective for a GBA racing game—a first-person viewpoint! Caution and care are required when driving in first-person mode. If your car becomes damaged, you won't be able to see through the windshield.



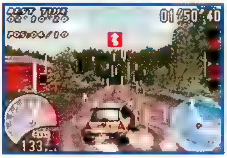
Examine the course map before each race to learn valuable information about weather and terrain conditions. You should also look for sharp turns and other trickery that might give you trouble.



Once you know the lay of the land, tinker with your car to assure optimal results. You can adjust your auto in five different categories—tires, suspension, steering, brakes and gearbox.



As you race, keep a close eye on the right side of the screen. It will warn you when parts of your car become damaged. Repair busted parts as quickly as possible or you might break down midrace.



Small arrows will warn you about upcoming curves. If you see a 90-degree arrow, be prepared for a sharp turn. If an S-shaped arrow appears, stick to the middle of the track.

ATV: QUAD POWER RACING
lap 1/3
00:12.7
0.00 mph
- 10 unique tracks and environments.
lap 1/3
00:00.7
- 9 different tricked-out ATV's.
115 mph
- All 3D graphics: ATV's, riders, and environments
Get dirty with ATV: Quad Power Racing!
ATV: QUAD POWER RACING
GAME BOY ADVANCE
EVERYONE
E
CONTENT RATED BY ESRB
GAME BOY ADVANCE
AKA
Acclaim

ATV: Quad Power Racing gives you the speed and excitement of racing quads all within the palm of your hands. Get ready to get your hands dirty!

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REPRESENT.
"Rayman Arena is impossible to put down, especially multi-player." -PLAY magazine
"Ubi Soft's limbless hero will soon strong-arm the competition..." -Nintendo Power
EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence
Ubi Soft
www.ubi.com
PC CD ROM
NINTENDO GAMECUBE
PlayStation 2
XBOX

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OR GET SMOKED!
RAYMAN
ARENA
RACE TO THE FINISH. BATTLE TO THE END.

This is multiplayer mayhem Rayman style. Race and battle across 15 obstacle filled racecourses and 15 blistering battle zones. You wanna represent in this arena? Here's a tip: keep one eye on the finish line and the other on your back and you just might smoke'em all.

www.raymanarena.com

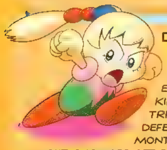
Episode 2: A Blockbuster Battle Part 2

Kirby™
Right Back at Ya!

KIRBY: RIGHT BACK AT YA! AIRS SATURDAY MORNINGS ON FOXBOX.

Kirby

THE WARPSTAR KNIGHT-IN-TRAINING ACCIDENTALLY ENDS UP AS THE PINK PROTECTOR OF CAPPY TOWN. THOUGH HE SEEMS HARMLESS, KIRBY HAS THE AMAZING ABILITY TO BLOW AWAY THE COMPETITION BY INHALING HIS ENEMIES' ATTACKS AND SENDING THEM RIGHT BACK AT 'EM.



Tiff

THE DAUGHTER OF SIR EBRUM AND LADY LIKE IS KIRBY'S BIGGEST BOOSTER. SHE TRIES HER BEST TO PROTECT AND DEFEND HER PINK PAL FROM THE MONTERS UNLEASHED BY KING DEDEDE. BUT SHE DOES GET FRUSTRATED WITH KIRBY'S BAD HABIT OF INHALING EVERYTHING IN SIGHT.

Tuff

AS HIS NAME IMPLIES, TIFF'S YOUNGER BROTHER IS ALWAYS UP FOR AN ADVENTURE, THOUGH KING DEDEDE AND HIS MONSTER MINIONS DO THEIR BEST TO PUT HIM DOWN. HE'S ALMOST AS FAST AND FEISTY AS HIS SISTER.

King Dedede

THE ROWDY RULER OF DREAM LAND IS A BIG-MOUTHED BUFFOON WITH A KING-SIZED PROBLEM AND PINT-SIZED BRAIN. AS FAR AS HIS SUBJECTS ARE CONCERNED, DEDEDE'S A ZERO AND KIRBY'S A HERO. SO THE BAD GUY'S GOAL IS TO GET RID OF KIRBY--FOR GOOD!

Escargoon

THIS SNARLY SNAIL IS KING DEDEDE'S SURLY SIDEKICK. HE TAKES ALMOST AS MUCH ABUSE AS HE DISHES OUT. HE'S INSULTED AND INSULTING, A RARE COMBINATION OF SELFISHNESS, PETTINESS AND SURLINESS THAT ONE RARELY SEES IN HENCHMEN ANY MORE.

Meta Knight

META KNIGHT IS THE SPHERICAL SWORDSMAN WHO'S SHEATHED IN ARMOR AND CLOAKED IN MYSTERY. IS HE FRIEND OR FOE? IT'S HARD TO SAY, BUT META KNIGHT KNOWS MORE THAN HE'S SAYING...AND HIS CONNECTION TO KIRBY HOLDS THE KEY TO THE RIDDLE OF NIGHT MARE ENTERPRISES

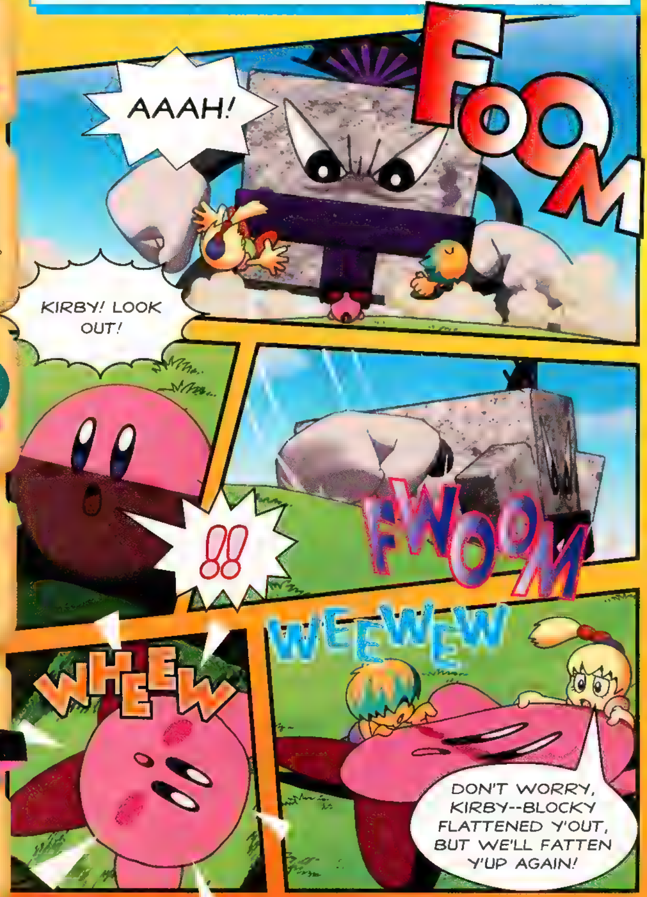
N.M.E. Sales Guy

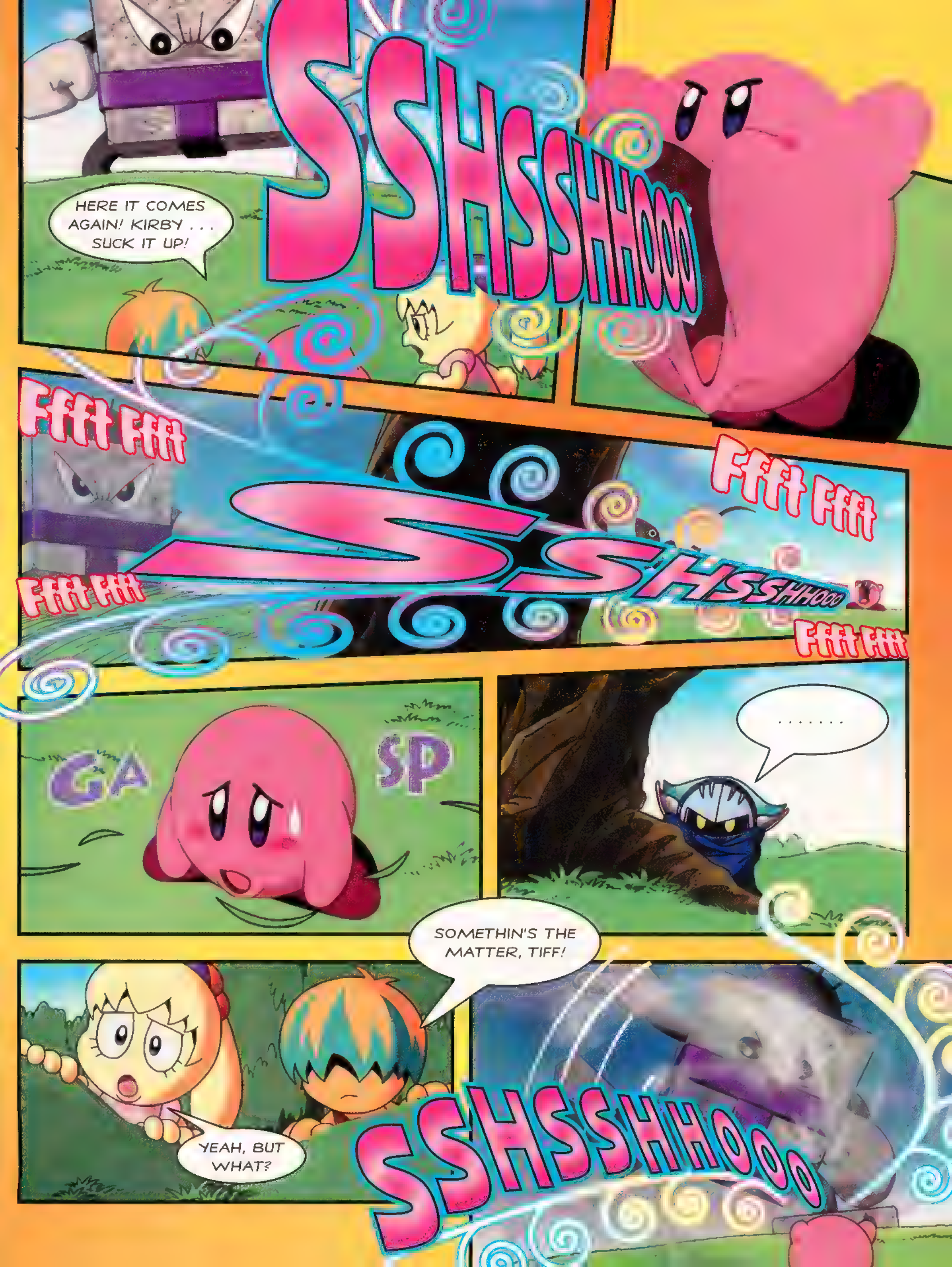
YOU WANT MONSTERS? HE'S GOT MONSTERS! A SUPER-SLICK SALESMAN, THIS MAN IN THE MONITOR WEARS SHADES 24/7...MAYBE TO HIDE HIS EVIL INTENTIONS. KING DEDEDE IS HIS #1 CHUMP...I MEAN, CUSTOMER

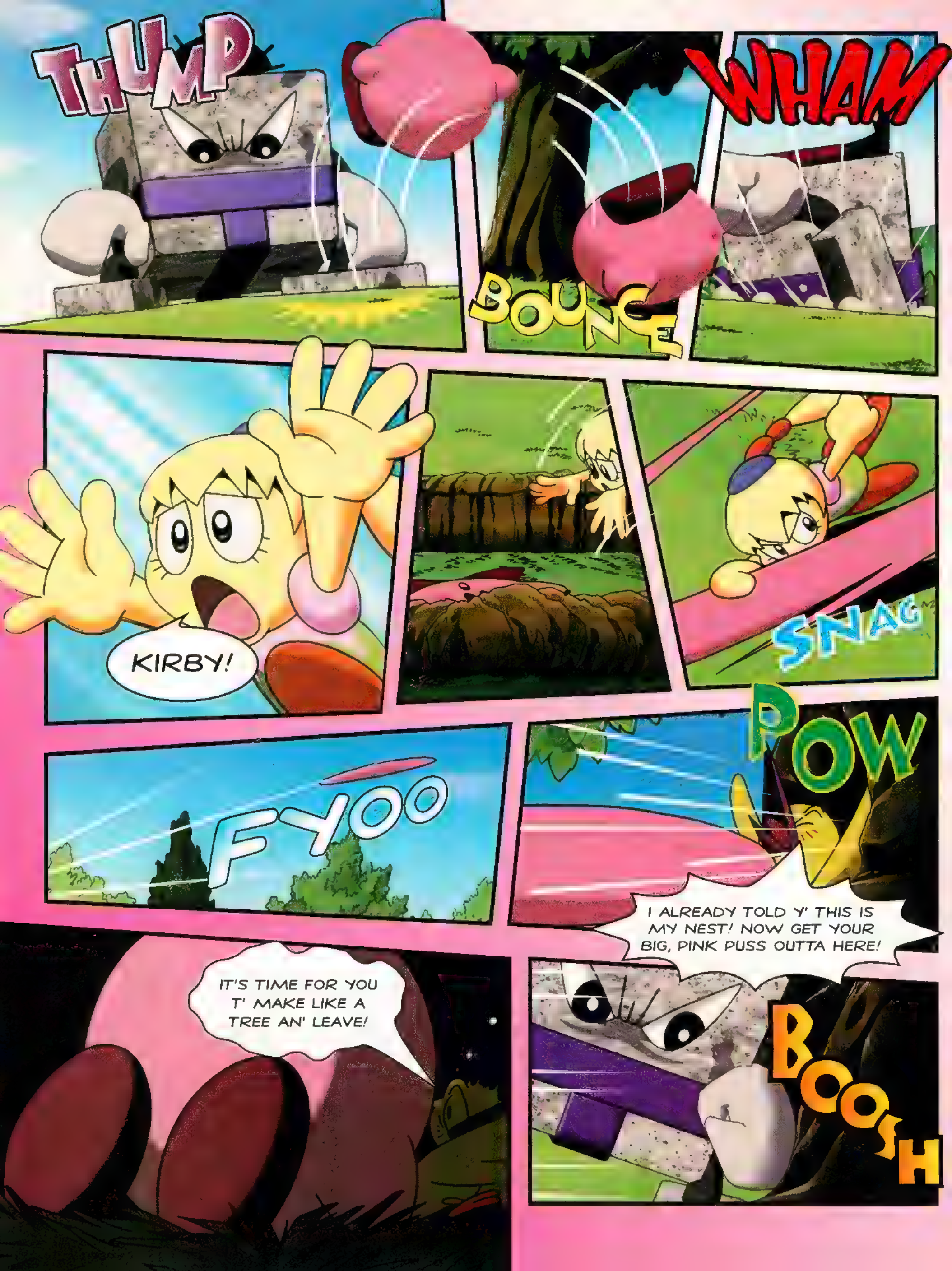
FoLolo & FaLala

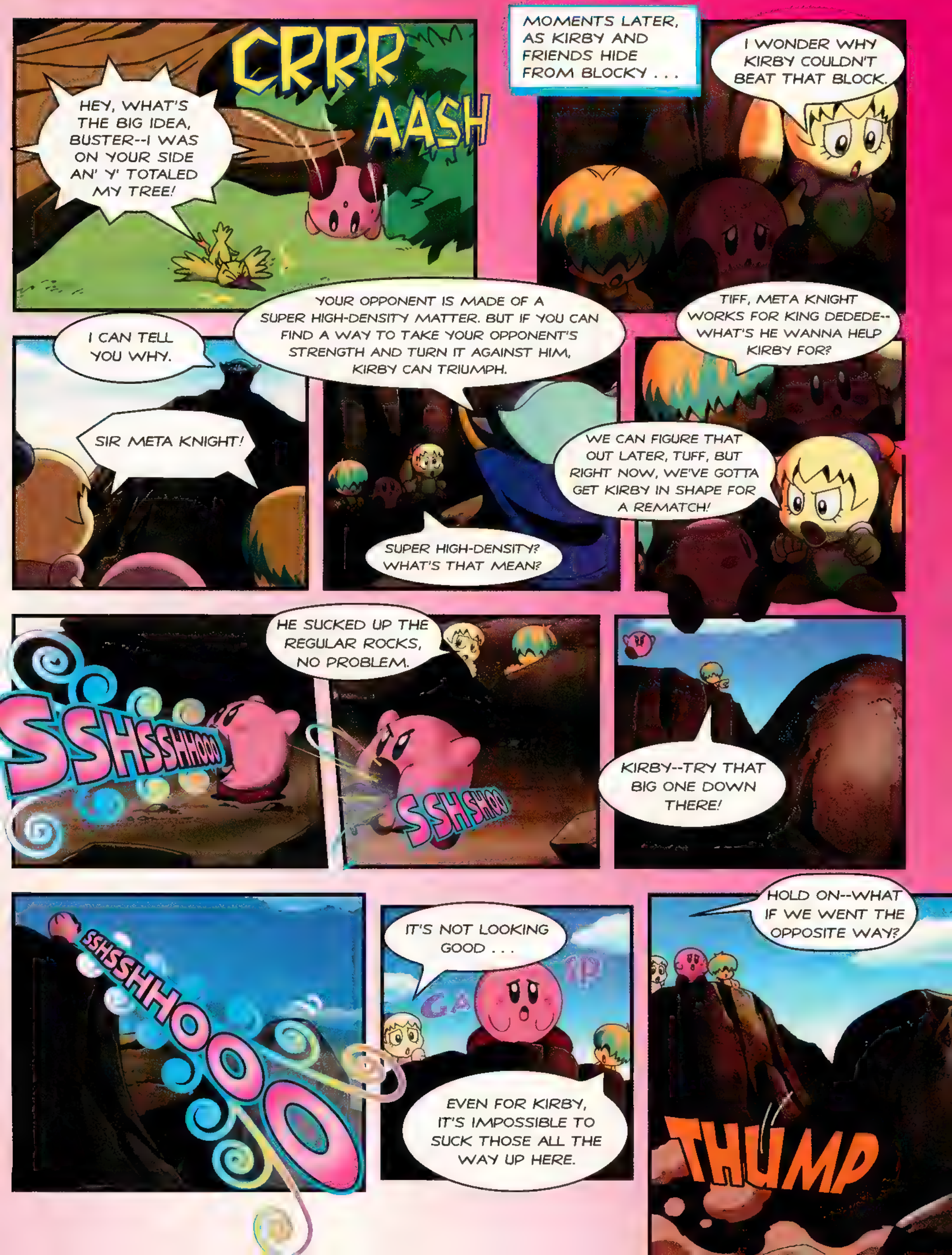
THESE BUSY BODYGUARDS BUZZ AROUND IN THE BACKGROUND AS TIFF AND TUFF FIGHT TO KEEP KIRBY SAFE. THEY'RE QUITE THE PAIR--YA CAN'T HAVE ONE WITHOUT THE OTHER.

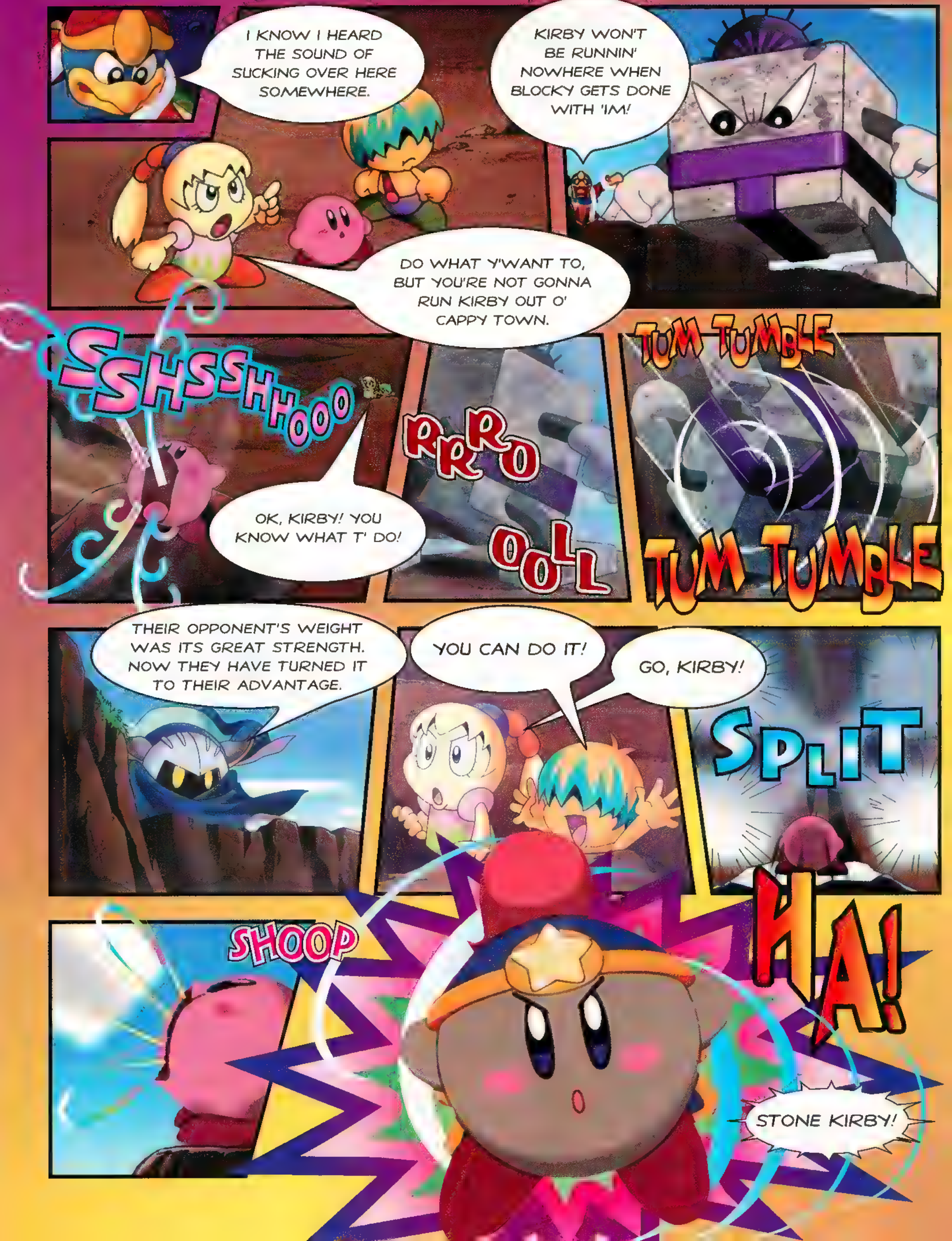
KIRBY'S GOT A HEAVY PROBLEM--HE'S UP AGAINST ANOTHER OF KING DEDEDE'S MONSTERS, THIS TIME A MASSIVE STONE SUMO WRESTLER NAMED BLOCKY. WILL KIRBY TAKE A CHIP OFF THE OL' BLOCKY? OR IS HE ABOUT TO BE ROCKED?

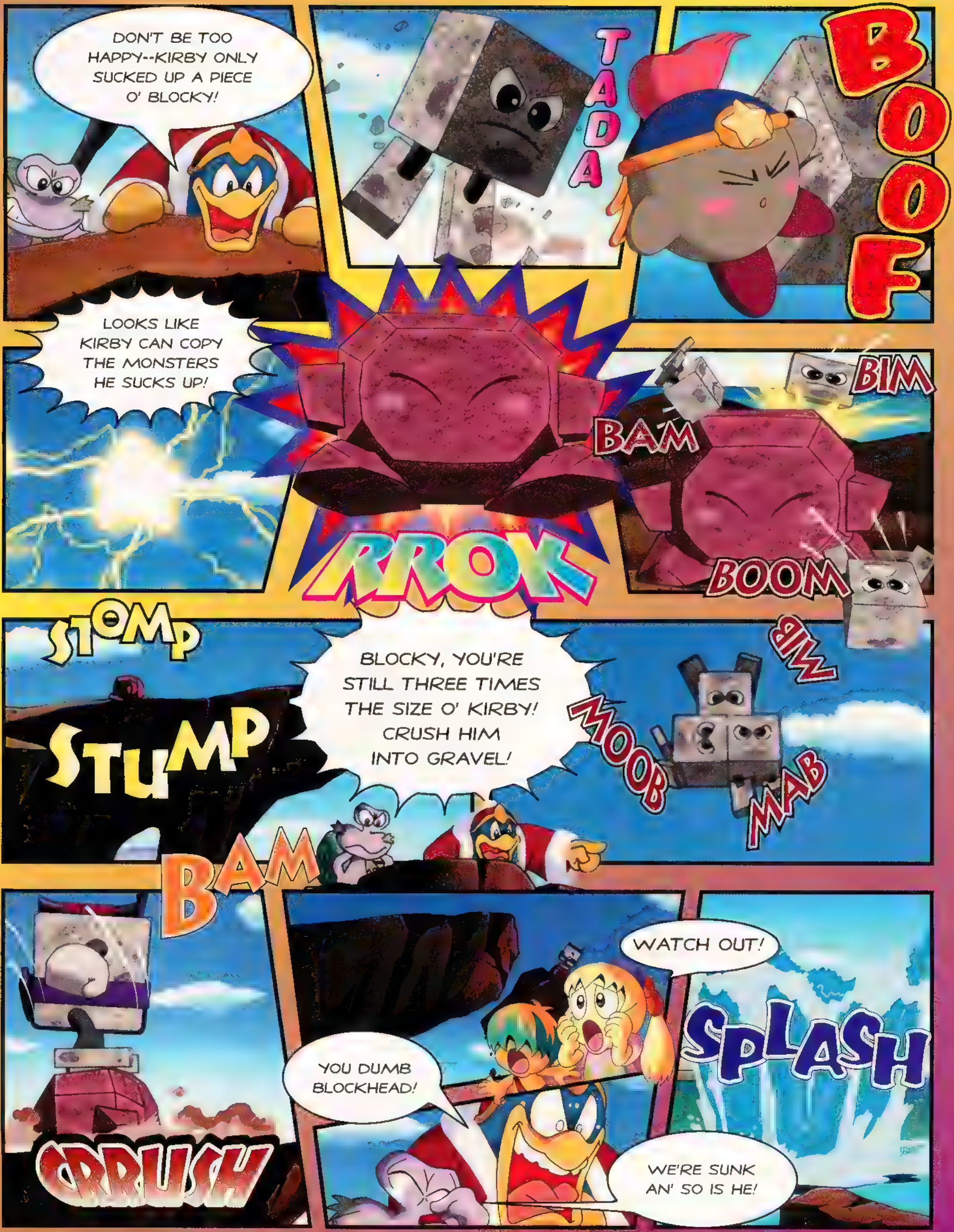

FOOM
AAAH!
KIRBY! LOOK OUT!
FWOOM
!!
WHEEW
WEEWEW
DON'T WORRY, KIRBY--BLOCKY FLATTENED Y'OUT, BUT WE'LL FATTEN Y'UP AGAIN!

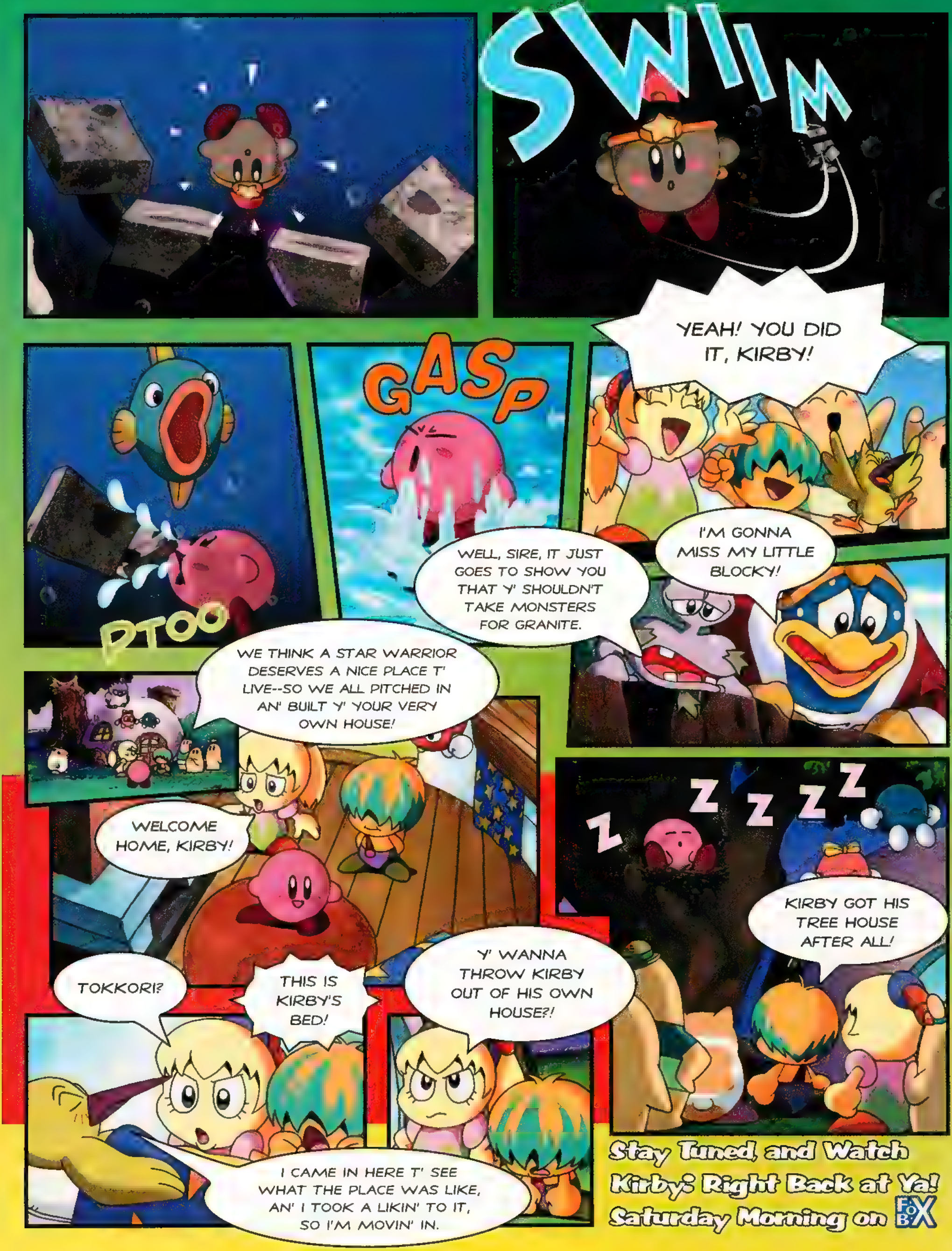

HERE IT COMES AGAIN! KIRBY . . . SUCK IT UP!
SSHSSHHOOO
Ffft Ffft
Ffft Ffft
SSHSSHHOOO
Ffft Ffft
Ffft Ffft
GASP
. . . .
SOMETHIN'S THE MATTER, TIFF!
YEAH, BUT WHAT?
SSHSSHHOOO


THUMP
BOUNCE
WHAM
KIRBY!
SNAG
FYOO
POW
I ALREADY TOLD Y' THIS IS MY NEST! NOW GET YOUR BIG, PINK PUSS OUTTA HERE!
IT'S TIME FOR YOU T' MAKE LIKE A TREE AN' LEAVE!
BOOSH


CRRR AASH
HEY, WHAT'S THE BIG IDEA, BUSTER--I WAS ON YOUR SIDE AN' Y' TOTALED MY TREE!
MOMENTS LATER, AS KIRBY AND FRIENDS HIDE FROM BLOCKY . . .
I WONDER WHY KIRBY COULDN'T BEAT THAT BLOCK.
I CAN TELL YOU WHY.
SIR META KNIGHT!
YOUR OPPONENT IS MADE OF A SUPER HIGH-DENSITY MATTER. BUT IF YOU CAN FIND A WAY TO TAKE YOUR OPPONENT'S STRENGTH AND TURN IT AGAINST HIM, KIRBY CAN TRIUMPH.
SUPER HIGH-DENSITY? WHAT'S THAT MEAN?
TIFF, META KNIGHT WORKS FOR KING DEDEDE--WHAT'S HE WANNA HELP KIRBY FOR?
WE CAN FIGURE THAT OUT LATER, TUFF, BUT RIGHT NOW, WE'VE GOTTA GET KIRBY IN SHAPE FOR A REMATCH!
SSHSSHHOOO
HE SUCKED UP THE REGULAR ROCKS, NO PROBLEM.
SSHSHOO
KIRBY--TRY THAT BIG ONE DOWN THERE!
SHSSHHOOOOO
IT'S NOT LOOKING GOOD . . .
GA
EVEN FOR KIRBY, IT'S IMPOSSIBLE TO SUCK THOSE ALL THE WAY UP HERE.
HOLD ON--WHAT IF WE WENT THE OPPOSITE WAY?
THUMP


I KNOW I HEARD THE SOUND OF SUCKING OVER HERE SOMEWHERE.
KIRBY WON'T BE RUNNIN' NOWHERE WHEN BLOCKY GETS DONE WITH 'IM!
DO WHAT Y'WANT TO, BUT YOU'RE NOT GONNA RUN KIRBY OUT O' CAPPY TOWN.
SSHSSHHOOO
OK, KIRBY! YOU KNOW WHAT T' DO!
RRRO
OOLL
TUM TUMBLE
TUM TUMBLE
THEIR OPPONENT'S WEIGHT WAS ITS GREAT STRENGTH. NOW THEY HAVE TURNED IT TO THEIR ADVANTAGE.
YOU CAN DO IT!
GO, KIRBY!
SPLIT
SHOOP
HA!
STONE KIRBY!


DON'T BE TOO HAPPY--KIRBY ONLY SUCKED UP A PIECE O' BLOCKY!
TADA
BOOF
LOOKS LIKE KIRBY CAN COPY THE MONSTERS HE SUCKS UP!
RROK
BIM
BAM
BOOM
STOMP
STUMP
BLOCKY, YOU'RE STILL THREE TIMES THE SIZE O' KIRBY! CRUSH HIM INTO GRAVEL!
WIB
MOOB
MAB
BAM
CRRUSH
WATCH OUT!
YOU DUMB BLOCKHEAD!
SPLASH
WE'RE SUNK AN' SO IS HE!


SWIIM
PTOO
GASP
YEAH! YOU DID IT, KIRBY!
I'M GONNA MISS MY LITTLE BLOCKY!
WELL, SIRE, IT JUST GOES TO SHOW YOU THAT Y' SHOULDN'T TAKE MONSTERS FOR GRANITE.
WE THINK A STAR WARRIOR DESERVES A NICE PLACE T' LIVE--SO WE ALL PITCHED IN AN' BUILT Y' YOUR VERY OWN HOUSE!
WELCOME HOME, KIRBY!
Z Z Z Z Z
KIRBY GOT HIS TREE HOUSE AFTER ALL!
TOKKORI?
THIS IS KIRBY'S BED!
Y' WANNA THROW KIRBY OUT OF HIS OWN HOUSE?!
I CAME IN HERE T' SEE WHAT THE PLACE WAS LIKE, AN' I TOOK A LIKIN' TO IT, SO I'M MOVIN' IN.

Stay Tuned, and Watch Kirby: Right Back at Ya! Saturday Morning on FOX

"...IT'S DYNAMITE."
-NINTENDO POWER
"...BOMBERMAN IS A BLAST TO PLAY."
-GAME INFORMER
"THIS IS ONE TERRIFIC GAME, AND IT SHOULDN'T BE MISSED." -GAME NOW
Never has a game bombed so successfully.
BOMBERMAN GENERATION
SHORT MAN. SHORT FUSE. BIG ADVENTURE.
EVERYONE
E
CONTENT RATED BY
ESRB
Mild Violence
ON FIRE AND IN STORES NOW
www.bombermangenerations.com
NINTENDO GAMECUBE
HUDSON®
MAJESCO

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NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES OCTOBER 2002

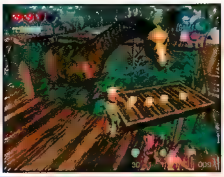
★★★★★ EXCELLENT ★★★★ GREAT ★★★ GOOD ★★ SO-SO ★ POOR

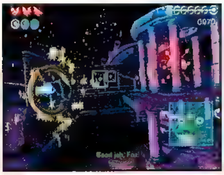
STAR FOX ADVENTURES

Fights, flights and footwork figure into Fox McCloud's big adventure.

Fox McCloud shows that he's more than just a jet jockey in his battling and puzzle-solving GCN starring debut, developed by Rare. When Dinosaur Planet begins to fall apart, the inhabitants call on Fox McCloud and the Star Fox team to help put it back together. In addition to the item-finding and boss-battling activities that are bread and butter for big adventures, SFA features Arwing space battles, jet bike races and dinosaur rides. Fox fights off armies of baddies and opens up new areas with a versatile staff, which he upgrades over the course of the adventure. He can use it to fire projectiles, produce a freezing mist, rocket up to high ledges and shake enemies off their feet. For much of the adventure, Fox has a dinosaur sidekick, named Tricky, who can dig up hidden items and burn away obstacles with his fiery breath. In addition to exploring a handful of huge, secret-packed locations on Dinosaur Planet, Fox flies to the planet's four enemy-ridden satellites. The game's detailed graphics stand alone as the best we have seen for the Nintendo GameCube thus far and the music is so well-crafted, it will stay with you long after your adventures are complete.

COMMENTS: **Jenni**—Fox and friends look fantastic. It's nice to see a beloved character in a new type of game. **Scott**—Whether you're a veteran of past Star Fox games or just an action fan, Rare has a sprawling and captivating adventure that will satisfy your adventuring needs. It's a Rare treat. **Alan**—It's easy to see why the title won Best Graphics at E3 this year. There are some clever puzzles to figure out, plenty of space combat and the usual almost-maddening-but-ultimately-very-rewarding level of difficulty that we've come to expect from Rare.





NINTENDO GAMECUBE
STARFOX ADVENTURES
T

- Nintendo 3
- 1 player

ALAN	★★★★
CHRIS	★★★★
GEORGE	★★★★½
SCOTT	★★★★★
STEVEN	★★★★½

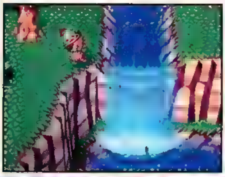
TEEN T
CONTENT RATED BY ESRB
Mild Violence
Animated Blood

ANIMAL CROSSING

Become a video-game villager in a world without end.

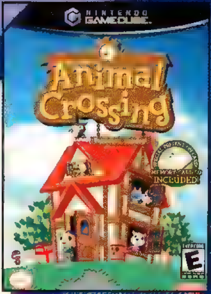
Live life in a virtual world that thrives 24-7. The ambitious and groundbreaking life simulation game, Animal Crossing, uses the GCN's internal clock, so the hilarious happenings in your randomly generated village occur in real time and daily events will keep chugging along even if your game is shut off. If you reenter your village after a long hiatus, weeds will be plaguing the landscape because of your neglect and your animal neighbors will tell you how they've missed you. It's all part of the tailored charm that makes AC one of the most personalized gaming experiences available.

To build relationships with the endearing animal inhabitants, you'll spend a lot of time running errands and delivering items—similar to carrying out trading sequences and side quests in adventure games. Your efforts often pay off in cool collectibles, including funky furniture (there are hundreds upon hundreds of different pieces), which you can use to decorate your home. Players can even unlock hidden NES games (complete old-school classics!), design clothing patterns, access special AC features on the GBA and more. The game's all about experimentation, self-expression and interaction, and your actions affect everything in the town. If you visit a friend's village (using saved Memory Card data), some locals might relocate to the other town. If you've ever wanted to live in a video game, AC is for you. It's just like life—the possibilities are endless and so is the fun.



8 1 Thu
10 06 PM

COMMENTS: **Scott**—Yes, it's a bit weird, but it becomes part of your day in a way that other games can't, because it's always changing and there's always something to look forward to. **Alan**—You could play this game for years and still see new and different things.



- Nintendo 57
- 1 to 4 players alternating
- GBA connectivity
- Includes Memory Card 59

ALAN	★★★★½
CHRIS	★★★½
GEORGE	★★★★
STEVEN	★★★★★
SCOTT	★★★★★

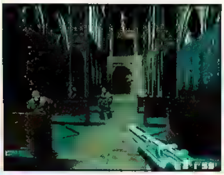
EVERYONE
E
CONTENT RATED BY
ESRB

TIMESPLITTERS 2

The GoldenEye 007 team aims for another shooter. It's about time.

GoldenEye 007 for the N64 is revered by fans of first-person shooters, and the members of the original development team have formed Free Radical—the company behind the equally amazing shooter, TimeSplitters 2. Bringing back all of the elements that helped GoldenEye hit the bull's-eye with FPS fans, TimeSplitters 2 blows away other shooting games, with improved features, such as razor-sharp AI, bullet-blazing action, cool weapons, deep multi-player shoot-outs, a co-op adventure and levels you can build from the ground up.

The game feels like GoldenEye for the next generation, and the time-traveling action spans nine settings, including the Wild West, a futuristic robot factory, 1895 Notre Dame Cathedral and Aztec ruins. The smart enemies know when to duck for cover or ambush you, and you'll need plenty of stealth and strategy to avoid getting ventilated. Memorable, top-notch music sets the appropriate mood for every era, and the smooth graphics never trip up no matter how heated the firefights get. Objective-based Story Mode features run-and-gun action, sneaky infiltrations, escort missions and even a co-op mode. For arcade-style action, players can test their skills in Challenge Mode's 18 timed scenarios. What will really keep trigger-happy gamers smiling is the superior Multiplayer Mode, which boasts over 90 playable characters, devious bots and a MapMaker Mode for players who want to design their own arenas and scenarios. TS2 is the best shooter since GoldenEye.



COMMENTS: **Jason**—The incredibly deep game play, high-caliber action and replay-pushing MapMaker Mode qualify TS2 as the ultimate in shooting excellence. **Scott**—An action experience fans can't afford to miss.

NINTENDO GAMECUBE
TIMESPLITTERS 2
TEEN
T

- Eidos 1
- 1 to 4 players simultaneously
- 9 levels

ALAN	★★★★½
CHRIS	★★★★½
JASON	★★★★★
JENNI	★★★★½
SCOTT	★★★★★

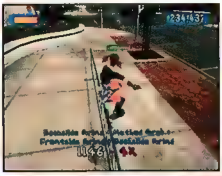
TEEN
T
CONTENT RATED BY
ESRB
Violence

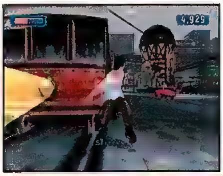
AGGRESSIVE INLINE

Tony who?

Few stunt games come close to capturing the slick tricks and free-wheeling fun of Tony Hawk, but Acclaim's new extreme game deftly busts out butter-smooth combos and gnarly action that puts the game right in line with the Pro Skater series. Aggressive Inline more than skates by with more than a dozen characters, including legendary pros Jaren Grob, Chris Edwards and Taïg Khris. Easy-to-link combos and the quick-firing "Action Button" make it easy to mix it up with insane grinds, air tricks, wall flips, pole grabs and hand plants. The tight play control and excellent game mechanics enable you to crank out sick tricks faster than the hard-driving rhythms of the game's sound track, which includes Sublime, P.O.D. and Hoobastank.

The intense inline action takes you through seven big areas filled with interactive obstacles, non-player characters (who give you objectives) and cinematic events to trigger (which revamp your surroundings and change the layout of the levels). Since the fun comes in freestyle exploration, AI does away with timed levels and replaces the clock with a Juice Meter. A steady stream of stunts keeps the meter filled, and the level ends when the meter bottoms out. In addition to tricking to stay juiced, you'll be busy tackling the 30 to 60 objectives contained in each level. With a park editor, multiplayer competitions, mad combos, ever-changing environments and tons of attitude, Aggressive Inline skates to the head of the stunt-game pack. It doesn't rip off Tony Hawk—it rivals it.





COMMENTS: **Chris**—The enormous levels and innovative tricks make for endless game play. **George**—The biggest improvements over the Hawk franchise are the no-time-limit runs and attribute-building aspects.

GAMECUBE
AGGRESSIVE INLINE
TEEN T

- Acclaim 57
- 1 to 2 players simultaneously
- 7 levels

ALAN ★★★★
CHRIS ★★★★½
GEORGE ★★★★½
JASON ★★★★½
SCOTT ★★★★

TEEN T CONTENT RATED BY ESRB
Blood
Strong Language
Suggestive Themes

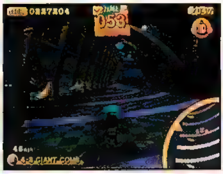
SUPER MONKEY BALL 2

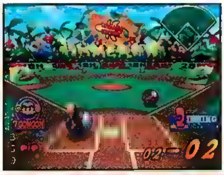
Sega rolls out another ball of fun exclusively for GCN.

Available exclusively on GCN, Super Monkey Ball 2 rolls out over 150 new tracks and 12 arcade-style minigames. The game introduces plenty of new features, including Story Mode—a 100-track challenge that features zany cinema scenes starring Super Monkey Ball heroes Aiai, Meemee, Gongon and Baby.

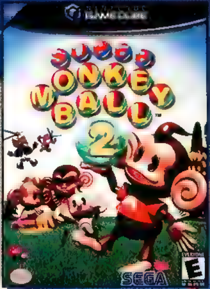
Despite the familiar primate posse, the game doesn't ape the original—it runs with the concept and has a ball with it. Unlike the original Super Monkey Ball, the sequel gives players unlimited chances to complete Story Mode. You'll need them, too, since SMB2 emphasizes booby-trapped tracks over the precision-based challenges of the first version. While SMB2 still tests your nerves of steel with serpentine pathways for you to navigate, the new version is much bigger on stages loaded with conveyor belts, roving goal posts and springy launchpads—all require stop-and-go timing instead of steady steering prowess.

For party animals, SMB2 sports a jungle of fun in the form of 12 minigames. The six minigames from the original SMB—Monkey Billiards, Monkey Bowling, Monkey Fight, Monkey Golf, Monkey Race and Monkey Target—have been revamped with new features (including tandem fliers in Monkey Target) and modes. Moreover, the game also features six new ape activities—Monkey Baseball, Monkey Boat, Monkey Dogfight, Monkey Shot, Monkey Soccer and Monkey Tennis. Each Party Game offers endless fun, so you practically get 12 stand-alone games with your Super Monkey Ball rocking and rolling.





COMMENTS: **Jenni**—The new stages require you to figure out their tricks more than the old stages did. **Chris**—There are so many Party Games with so many different modes, you'll never be bored with them. **Jason**—Pure fun. The immense challenge will make a monkey out of you.



- Sega 2
- 1 to 4 players simultaneously
- 12 minigames

CHRIS ★★★★½
JASON ★★★★★
JENNI ★★★★★
SCOTT ★★★★★
STEVEN ★★★★★

EVERYONE E CONTENT RATED BY ESRB
Violence

CAPCOM VS. SNK 2 EO

One-on-one arcade fighting gets extreme on GCN.

NINTENDO GAMECUBE.
CAPCOM VS. SNK 2 EO
CAPCOM
TEEN T

- Capcom 2
- 1 to 2 players simultaneously
- 44 characters

ALAN	★★★★
CHRIS	★★½
JASON	★★★½
JENNI	★★★½
SCOTT	★★★★

TEEN T ESRB
Suggestive Themes
Violence

The stars of Street Fighter and over three dozen other anime-style brawlers from the Capcom and SNK universes clash in the special GCN-exclusive "EO" version of the finger-numbing arcade game. Short for "Extreme Offense," the EO feature was tailor-made for the GCN Controller, and players will be able to unleash devastating special moves by tapping the C Stick. The new Controller configuration will help rookies get the hang of the complex fighting game, while seasoned vets can choose to play with the game's traditional six-button format.

True to the arcade game, Capcom vs. SNK 2 EO is a 2-D melee that's punched up with searing speed and rapid-fire attacks. Success is all in the timing, and the blazing action offers enough challenge and intensity that even the nimblest pros will be knocked out. If that's not enough for you to keep up with, the hard-core fighting game boasts multiple "Grooves," or fighting styles. The Groove option enables your character to emphasize certain offensive and defensive techniques, and you can adjust your fighter's strength level with the new Free Ratio System.

The unrelenting game features six modes of play, and all of the brutality looks and sounds like the arcade original. Perfect for fighting-game fans who want to give their fingers a workout, Capcom vs. SNK 2 EO hits hard and plays even harder.

COMMENTS: **Jenni**—Fighting aficionados will go to town with Capcom vs. SNK 2 EO, but normal folks and hobbyists might be overwhelmed by the sheer number of options in the game. Solid, if complex. **Alan**—If you yearn for the glory days of Street Fighter, you'll be in brawler heaven. **Scott**—It's fast, beautifully rendered and full of challenge.

YOSHI'S ISLAND: SUPER MARIO ADVANCE 3

Stop your crying, Baby Mario—the Super NES classic is back.

GAME BOY ADVANCE
YOSHI'S ISLAND
SUPER MARIO ADVANCE 3
E

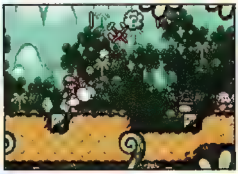
- Nintendo/32 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

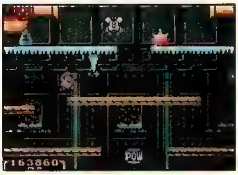
ALAN	★★★★
CHRIS	★★★★
GEORGE	★★★★
JASON	★★★★
SCOTT	★★★★½

EVERYONE E ESRB

The third installment of Super Mario Advance is an updated version of the Super NES classic, Super Mario World 2: Yoshi's Island. In the GBA version, the platformer's six worlds (with eight levels apiece) are spruced up with new sounds (the yelps and coos with which Yoshi is typically associated have been added), the classic Mario Bros. arcade game and six all-new secret levels, which you can access once you've conquered the game's original 48 levels.

Fondly remembered for its stylish, scribbled graphics, Yoshi's Island looks as charming as ever and plays like the original. Gamers explore the fun worlds as Yoshi with Baby Mario riding piggyback. If Yoshi gets hit by an enemy, helpless Baby Mario will float away in a bubble. Before the timer expires, you must retrieve Baby Mario or you'll fail the level. Scrambling after a lost baby is no easy task, and the baby-sitting aspect adds a frantic element to the game. Moreover, Yoshi's unique abilities—particularly his talent for gobbling up enemies and transforming them into egg projectiles—make for an entirely innovative gaming experience. The fun egg-launching system enables you to target enemies and blast them with eggs, and Yoshi's morphing abilities mix up the game play by allowing you to transform into a tank, car, train, submarine and helicopter. Crammed with an excellent variety of platformer fun, egg-shooting action and plenty of hazards for you to protect little Mario from, Yoshi's Island is one baby worth going gaga over.



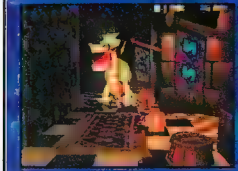


COMMENTS: **Alan**—I never get tired of having Yoshi eat things. With the often brilliant level designs, you've got a recipe for long-term enjoyment. **Scott**—It has everything a gamer could want, including challenge, hidden stuff, replay value and a healthy helping of Miyamoto magic.

CRASH BANDICOOT: THE WRATH OF CORTEX

- Universal Interactive
- 1 player
- GBA connectivity

EVERYONE E CONTENT RATED BY ESRB — Mild Violence



Crash introduces the GCN to the Bandicoot brand of high jinks and high variety. Most of the 30-plus levels are collection runs in which you follow a fixed path through 3-D platformer levels (similar to Pac-Man World 2). Other levels have you dogfighting, rolling in a sphere Monkey Ball-style, fleeing toward the camera or piloting a vehicle. The sheer variety of game play is noteworthy, as is the game's GBA connectivity function, which offers a downloadable target game.

CHRIS	★★★
GEORGE	★★★½
JASON	★★★
JENNI	★★★
STEVEN	★★★★

CUBIX: ROBOTS FOR EVERYONE: SHOWDOWN

- 3DO
- 1 to 4 players simultaneously

EVERYONE E CONTENT RATED BY ESRB — Mild Violence

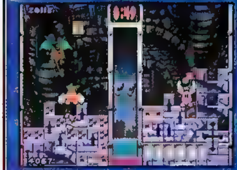
The basic nuts and bolts of 3DO's robot-battling game is like Pokémon Stadium, but the crafty combat is more interactive since your split-second timing determines whether you land a hit or a miss. Moreover, Showdown features top-down adventuring, obstacle-dodging and puzzle solving between battles. One to two players can battle in Vs. Mode, and up to four players can compete in Showdown's 16 minigames. Like the robots, 3DO's great game is for everyone.

ALAN	★★★
CHRIS	★★★
GEORGE	★★★
JASON	★★★
STEVEN	★★★½

EGG MANIA: EGGSTREME MADNESS

- Kemco
- 1 to 2 players simultaneously

EVERYONE E CONTENT RATED BY ESRB



While Kemco's puzzle game looks like Tetris, it has a totally different feel since you control an egg character who must scramble up the puzzle pieces to reach the top of the playing field. The fun take on stack-'em-ups puts you in the middle of the action as you try to arrange falling pieces into a solid structure. Cool power-ups enable you to shell out whammies against your rival, and it's all pure, frantic fun. It's what it's cracked up to be—puzzle action with personality.

ALAN	★★★½
CHRIS	★★★★
JASON	★★★½
SCOTT	★★★½
STEVEN	★★★½

THE SCORPION KING: RISE OF THE AKKADIAN

- Universal Interactive
- 1 player
- 12 environments

TEEN T CONTENT RATED BY ESRB — Violence

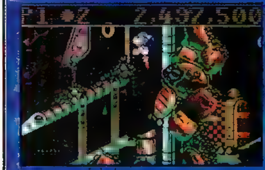
In a 3-D hack-and-slash game similar to Gauntlet and Mystic Heroes, players will be able to lay the smack down on mythical beasts in 12 ancient environments. Inspired by The Rock's hit film, Rise of the Akkadian arms the future king with wham-bam weaponry, including staffs and swords, and pits him against armies of Anubis warriors and other foes. Cool moves, interactive environments and obstacles aplenty highlight the action-packed beat-'em-up.

CHRIS	★★½
JASON	★★½
JENNI	★★½
SCOTT	★★★½
STEVEN	★★★

SEGA SMASH PACK

- THQ/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB — Violence



Sega Smash Pack from THQ squeezes three classic Sega console games—Ecco the Dolphin, Golden Axe and Sonic Spinball—into one GBA game. The motley crew of games is packed with great fun for fans of all genres. Ecco offers side-scrolling adventuring, Golden Axe is like a medieval hack-and-slash version of Final Fight, and Sonic Spinball mixes the hedgehog's kinetic fun with full-tilt pinball action. It's a great value.

CHRIS	★★½
GEORGE	★★★½
JASON	★★★½
JENNI	★★★½
STEVEN	★★★½

AGGRESSIVE INLINE

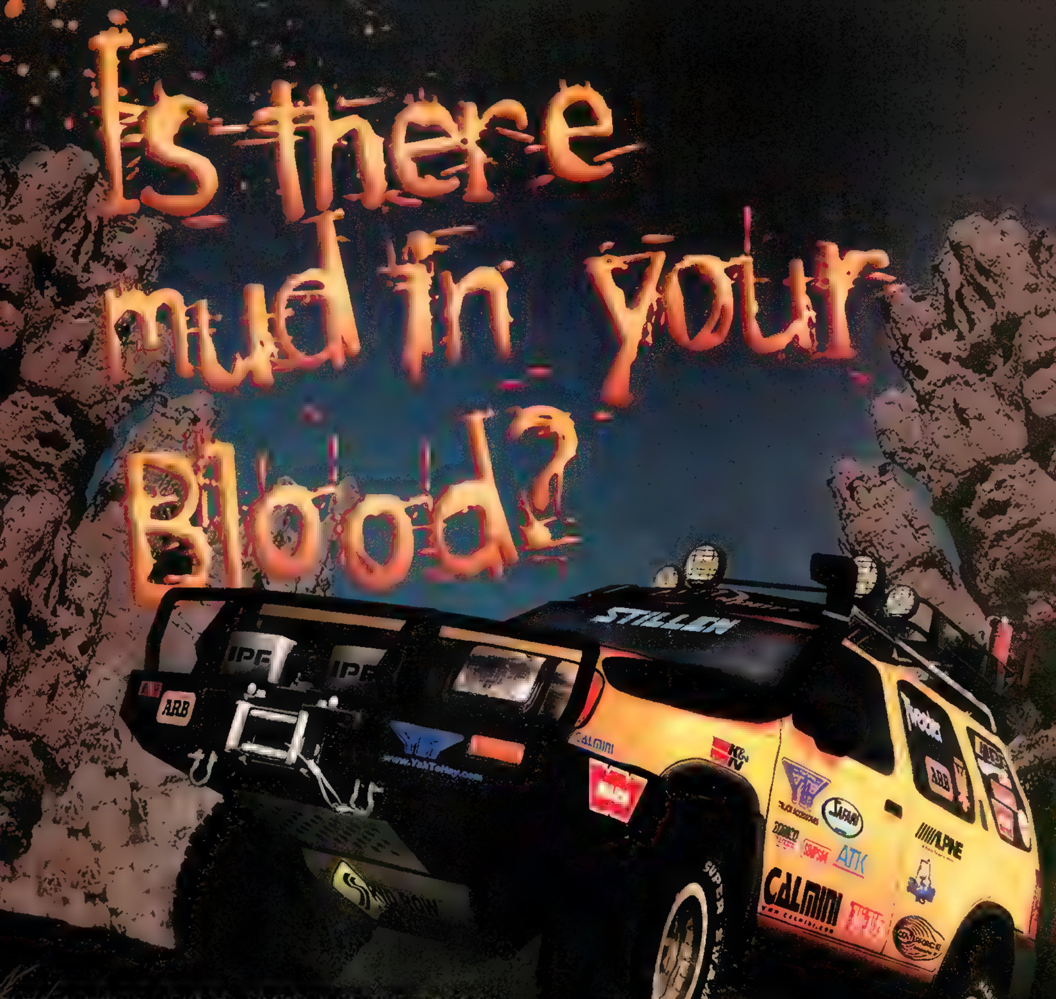
- Acclaim/64 Megabits
- 1 to 2 players
- 13 levels

EVERYONE E CONTENT RATED BY ESRB — Mild Violence, Mild Lyrics

SCORE
6,526
K2

Acclaim's GBA version of Aggressive Inline is just as impressive and fun as the GCN game. Though the objective-based sessions are timed in the handheld version, the game rolls out the same cool stunts (like spinning around poles) and a similar sound track (complete with vocal tracks). Slick graphics, responsive controls and great level design highlight what's sure to be the start of a spectacular series of extreme games.

ALAN	★★★
CHRIS	★★★★½
GEORGE	★★★★½
JENNI	★★★½
STEVEN	★★★★


Is there mud in your Blood?
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START
Purchase Vehicle
Price
Drivetrain
Horsepower
Torque
Curb Weight
Class
Engine
V6
Displacement
No Team
No Vehicle
Press Start to continue

EVERYONE
E
CONTENT RATED BY
ESRB

BLACK LABEL

TERMINAL REALITY

NINTENDO GAMECUBE

Supercharged by the

Logitech
Force Feedback

LOGITECH SPEED FORCE
force-feedback wheel

4X4 EVO 2

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COLIN MCRAE RALLY 2.0

- Ubi Soft/32 Megabits
- 1 to 4 players simultaneously
- Single-Pak Game Link

EVERYONE
E
CONTENT RATED BY ESRB

Ubi Soft's rally racer hits the road with five cars, including the Mitsubishi Lancer, Toyota Corolla, Subaru Impreza, Ford Focus and Ford Puma. The six-track game lays down plenty of twists and turns, and the spoken warnings from the navigator are a nice, helpful touch. Two to four players can link up and race simultaneously using one Game Pak, and the fun ride features Arcade, Championship, Single Rally, Single Stage and Time Trial Modes.

ALAN	★★½
CHRIS	★★★
GEORGE	★★★
JASON	★★½
STEVEN	★★★½

SPONGEBOB SQUAREPANTS: REVENGE OF THE FLYING DUTCHMAN

- THQ/64 Megabits
- 1 player

EVERYONE
E
Comic Mischief
CONTENT RATED BY ESRB

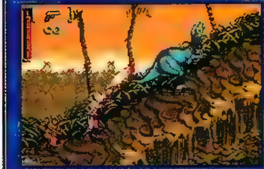
The hopelessly happy Nickelodeon star soaks up another helping of platformer fun in Revenge of the Flying Dutchman, a side-scroller that's superior to SpongeBob's previous outings. Great graphics, goofy music and the entire kooky cast of the show add life to the deep-sea derring-do. The game offers plenty of collectibles to find and clever ways of navigating the areas (including capturing jellyfish in bubbles to use them as platforms).

ALAN	★★★½
CHRIS	★★★
GEORGE	★★★½
SCOTT	★★★★
STEVEN	★★★★

TUROK: EVOLUTION

- Acclaim/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

TEEN
T
Animated Blood
Violence
CONTENT RATED BY ESRB



Turok: Evolution storms onto GBA with a Contra-style side-scrolling action battler. When native warrior Tal'Set and his nemesis, Tobias Bruckner, are pulled from a battlefield in 1886 and thrown into the Lost Lands, you must take on Bruckner's new army and a group of fierce dinosaurs in an intense test of survival. Choose between two fighting characters and more than eight weapons including a war club and a grappling hook.

ALAN	★★★★
CHRIS	★★★★
GEORGE	★★★★
JASON	★★★★½
STEVEN	★★★★

V-RALLY 3

- Infogrames/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE
E
CONTENT RATED BY ESRB

BEST TIME 00"20
00'16"90
151

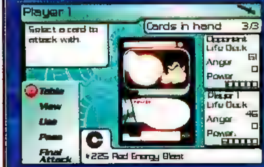
Shift into simulation-style rally racing in Infogrames' top-of-the-line driving game. Players can race for 10 different licensed teams, including Volkswagen, Ford, Peugeot, Renault, Fiat and Citroën. Grease monkeys can tinker with their car's tires, suspension, steering, brakes and gearbox, and you'll need to tweak the handling to survive the marathon tracks of twisting roads covered with snow, dirt and rain. With superb 3-D effects, V-Rally 3 offers miles of fun.

ALAN	★★★½
CHRIS	★★★★½
GEORGE	★★★★
JASON	★★★½
STEVEN	★★★★

DRAGON BALL Z: COLLECTIBLE CARD GAME

- Infogrames/64 Megabits
- 1 to 2 player simultaneously
- Multi-Pak Game Link

EVERYONE
E
CONTENT RATED BY ESRB



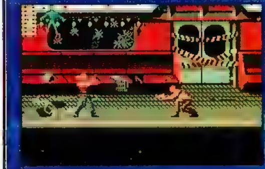
DBZ fans won't want to let Infogrames' card game get lost in the shuffle. Based on the collectible card game, the virtual version challenges players to battle through five levels of characters to earn booster packs. Players can customize decks using over 300 cards from the Frieza, Saiyan, Trunks and Android sagas, as well as virtual cards accessible only on GBA. As a bonus, each game comes packaged with a limited edition collector card.

ALAN	★★½
CHRIS	★★★
GEORGE	★★★
JASON	★★★
STEVEN	★★★½

xXx

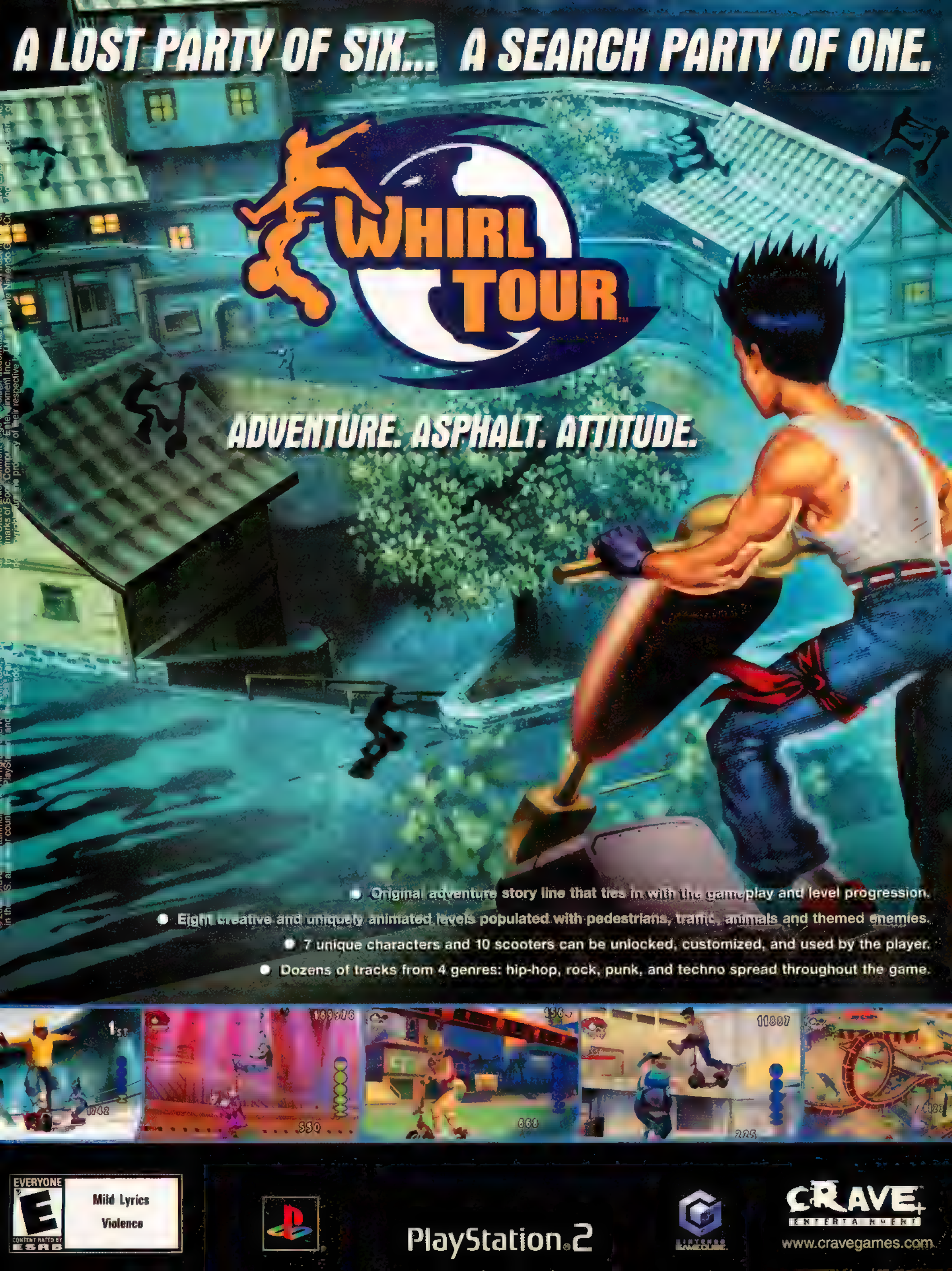
- Activision/64 Megabits
- 1 player
- 11 levels

EVERYONE
E
Violence
CONTENT RATED BY ESRB



Like the movie it's based on, xXx is loaded with high-octane action and adrenaline-soaked thrills. The 11-level adventure features nine areas of side-scrolling shoot-out action, and three missions of Road Rash-style motorcycle combat. The driving levels roll out smooth, 3-D action and the run-and-gun missions boast cool weapons, including assault rifles and exploding darts. If it's action you're shooting for, xXx marks the spot.

[illegible]	★★★
GEORGE	★★½
JASON	★★★
SCOTT	★★★½
STEVEN	★★★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WHIRL TOUR™
ADVENTURE. ASPHALT. ATTITUDE.
1st
1742
169576
550
868
11887
225
EVERYONE
E
CONTENT RATED BY ESRB
Mild Lyrics
Violence
PlayStation 2
NINTENDO GAMECUBE
CRAVE ENTERTAINMENT

- Original adventure story line that ties in with the gameplay and level progression.
- Eight creative and uniquely animated levels populated with pedestrians, traffic, animals and themed enemies.
- 7 unique characters and 10 scooters can be unlocked, customized, and used by the player.
- Dozens of tracks from 4 genres: hip-hop, rock, punk, and techno spread throughout the game.

www.cravegames.com

CASTING CALL

Write a brief review and include your rating in stars for a current game, then e-mail it to us at nowplaying@nintendo.com (please include your name and hometown). You can also rate games online—search for a particular title at www.nintendo.com and click on "Cast your vote." We'll print reader ratings and portions of constructive and insightful reviews in future issues.

ETERNAL DARKNESS: SANITY'S REQUIEM

• Nintendo

MATURE
M
CONTENT RATED BY ESRB
Blood and Gore
Violence

GUEST REVIEWERS

Eric, Wisconsin
Nick Ungson, Florida
Michael Williams, California

"Eternal Darkness features an unusually compelling story that's told through thoroughly enjoyable cinemas and some of the best-ever voice acting for this medium. Always intriguing, often very challenging and rarely frustrating, ED proves itself to be one of the best games of the year thus far."
—Eric

"I think that Eternal Darkness is the best game out for GCN right now, if not the best game in the world. This game is NOT a Resident Evil clone, contrary to popular belief. This is more of a psychological thriller. Even if nothing particularly exciting is happening, you can be sure that something freaky is gonna happen if you don't do something. The graphics are not as complex as Resident Evil's, but they're still great (although you can still trace some fuzzy objects to their N64 roots). Replay value is where this game goes further than most adventure games."
—Nick

"It's been a really long wait, but the finished product is definitely worth it. There's simply no other game like it. Even if the visuals and atmosphere don't impress you (which they should), the game's sheer genius and creativity will boggle the mind. And even if the controls are unintuitive and a bit clumsy, combat is still a lot of fun. Solving puzzles is usually not too difficult, and some of them are wonderfully devious."
—Michael

GUEST REVIEWERS' SCORES

[illegible] ★★★★★
[illegible] ★★★★★
[illegible] ★★★★★

see Now Playing
v. 158 for more info

LOST KINGDOMS

• Activision

TEEN
T
CONTENT RATED BY ESRB
Comic Mischief
Violence

GUEST REVIEWERS

Chad Ibbotson, Colorado
Kyle Dougland, Texas

"Lost Kingdoms succeeds where other RPGs fail. It presents new and interesting ideas and executes them well. Graphically, the game tends to be more fantastic than realistic. It's not a visual masterpiece, but the unique look works well. Lost Kingdoms stays new and fresh thanks to puzzles and mini- and side-quests. The best feature is the innovative card battle system. It might sound hard, but it's easy to pick up since it doesn't even play like a regular card game."
—Chad

"With all the high-profile games—such as Mario and Zelda—coming out, Lost Kingdoms might slip under your radar. At first, a game that has you battling and collecting cards doesn't seem too appealing, but the battle system is very easy to learn. It has you finding endless deck possibilities as you go around with butt-kicking monsters at your command. I do not like the boring story told through text and the lack of in-level saves, but this is still a neat RPG."
—Kyle

GUEST REVIEWERS' SCORES

[illegible] ★★★★½
[illegible] ★★★★

see Now Playing
v. 157 for more info

NBA STREET

• EA Sports Big

EVERYONE
E
CONTENT RATED BY ESRB

"NBA Street rocks! It's more fun than NBA Courtside 2002 since you can foul and goaltend in NBA Street. Sega's NBA 2K2 is good but it uses too many blocks of memory (46 to be exact). With NBA Street, you use only five blocks and you can do famous dunks easily. You can go to courts all over the USA, add real NBA players to your team, create players, put in cheats, beat and earn court leaders and more! This is the best b-ball game for GCN so far."
—Clint

GUEST REVIEWER

Clint Boone, Illinois

GUEST REVIEWER'S SCORE

[illegible] ★★★★★

see Now Playing
[illegible]

EVERYONE
E
CONTENT RATED BY
ESRB
Mild Violence
LOOK AT IT THIS WAY–
YOU EITHER WALK AWAY
A CHAMPION OR
A TOASTER.

BATTLEBOTS

BEYOND THE BATTLEBOX

CONTROL ONE OF 16 REAL BATTLEBOTS, AS SEEN ON TV, OR BUILD YOUR OWN. THEN LET THE STEEL CRASH AND SPARKS FLY. COMPETE WITH UP TO 4 PLAYERS IN THE BATTLEBOX (ALL KILLSAWS AND PULVERIZERS INCLUDED) OR ENTER THE 4 NEW DEADLY ARENAS. ANY WAY YOU CHOOSE TO PLAY, THE GOAL IS THE SAME: SURVIVE.

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WWE WRESTLEMANIA X8

- THQ

TEEN T CONTENT RATED BY ESRB

Mild Lyrics
Suggestive Themes
Violence

"WWE WrestleMania X8 has RAW and SmackDown beat! It has an updated roster of 42 wrestlers, an all-new game engine, a championship path, TV-style presentation, enhanced graphics and realism and the ever-popular Create-a-Wrestler Mode. It also has more than 35 match types, six wrestling venues, six wrestlers to unlock and 51 different belts for you to unlock, name and defend against your friends. Finally, the WWE has come back to Nintendo!"

—Cody

GUEST REVIEWER

Cody White, Ohio

GUEST REVIEWER'S SCORE

★★★★★

[illegible]

DISNEY'S MAGICAL QUEST STARRING MICKEY AND MINNIE

- Nintendo

EVERYONE E CONTENT RATED BY ESRB

"It's a wonderful action game for everyone. The main game has great game play and easy-to-understand controls. While the easy mode may be a piece of cake, the normal and hard modes can make this quest into a very painful one for your mouse. The action never stops and the music fits the theme of the area that you are in. With four different battle games and a Game Link connection to Disney's Magical Mirror Starring Mickey Mouse for GCN, I don't see how a game like this can get less than a five-star rating."

—Kevin

GUEST REVIEWER

Kevin Kawakami, California

GUEST REVIEWER'S SCORE

★★★★★

[illegible]

MARY-KATE AND ASHLEY: GIRLS NIGHT OUT

- Acclaim

EVERYONE E CONTENT RATED BY ESRB

"This might sound weird coming from a boy, but I am hooked on this game. It is twice as addictive as Tetris. It is very easy to master and the controls are great."

—Garrett

"The girlish attributes of this game don't come to mind when you're playing it, and it just gets plain addictive. I really like the songs and beats."

—Gregory

GUEST REVIEWERS

Garrett Storm, Pennsylvania

Gregory Shedlock, Pennsylvania

GUEST REVIEWER'S SCORE

★★★★★

★★★★

see Now Playing [illegible]

KEY

GCN GBA GBC 7 NUMBER OF MEMORY CARD BLOCKS REQUIRED

ADVENTURE ARCADE FIGHTING PLATFORM PUZZLE RPG RACING SHOOTER SPORTS STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's diverse critics has ranked 10 game genres in order of preference, with the favorite type of game appearing first.

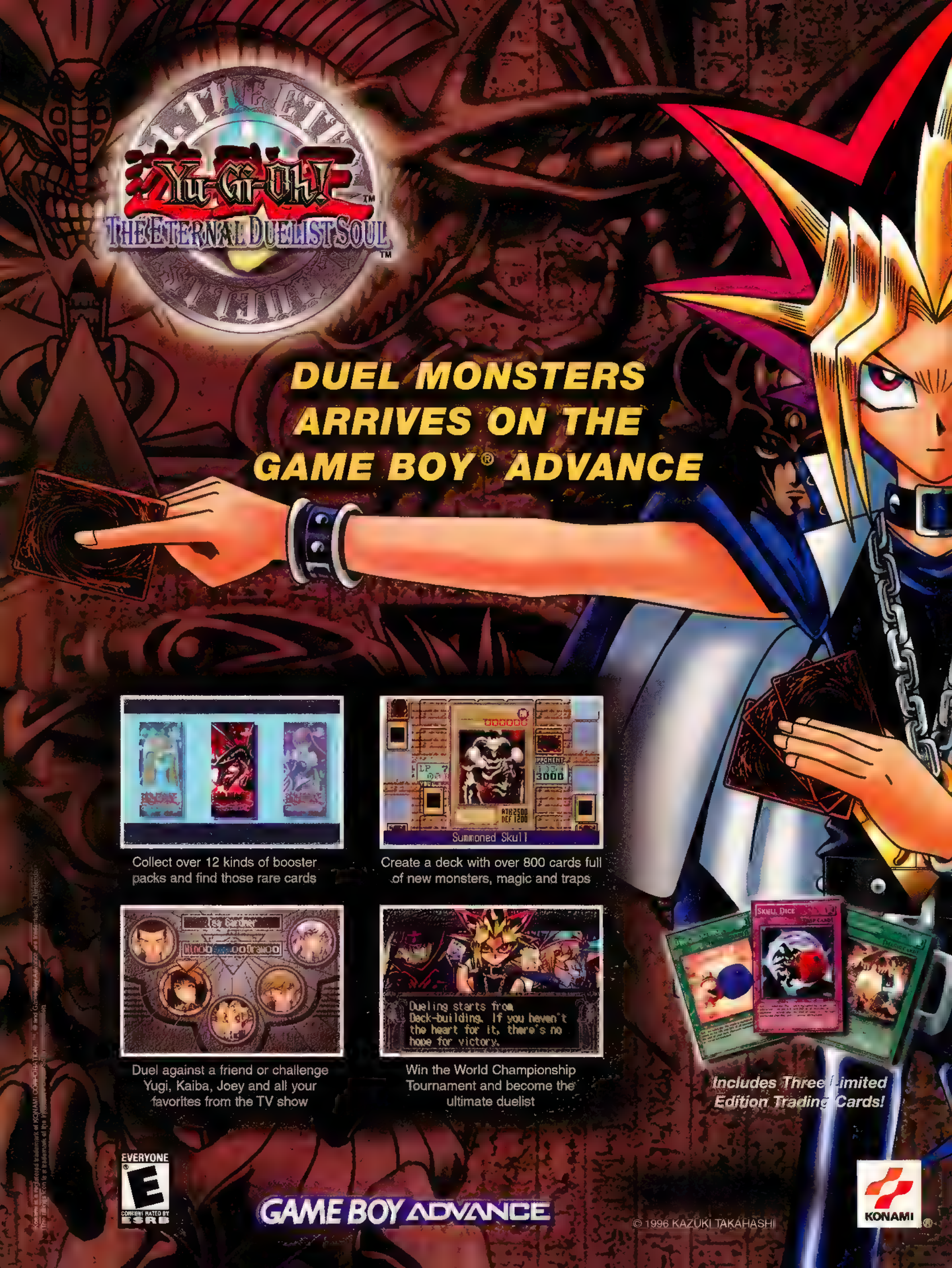
ALAN:	RPG	SPORTS	STRATEGY	ADVENTURE	SHOOTER	RACING	PLATFORM	ARCADE	PUZZLE	FIGHTING
ANDY:	ADVENTURE	SHOOTER	PLATFORM	PUZZLE	ARCADE	FIGHTING	RACING	SPORTS	RPG	STRATEGY
CHRIS:	ADVENTURE	SPORTS	ARCADE	STRATEGY	SHOOTER	RPG	PUZZLE	RACING	PLATFORM	FIGHTING
GEORGE:	STRATEGY	ADVENTURE	RPG	PUZZLE	SPORTS	ARCADE	PLATFORM	RACING	FIGHTING	SHOOTER
JASON:	ADVENTURE	ARCADE	PUZZLE	PLATFORM	RACING	SHOOTER	RPG	FIGHTING	STRATEGY	SPORTS
JENNI:	ADVENTURE	PUZZLE	FIGHTING	SHOOTER	PLATFORM	ARCADE	RPG	RACING	SPORTS	STRATEGY
SCOTT:	STRATEGY	ADVENTURE	RPG	SPORTS	SHOOTER	PLATFORM	RACING	PUZZLE	ARCADE	FIGHTING
STEVEN:	RPG	ADVENTURE	STRATEGY	SHOOTER	PLATFORM	ARCADE	PUZZLE	RACING	FIGHTING	SPORTS

ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

EC	Early Childhood
T	Teen (13+)
AO	Adult (18+)
E	Everyone
M	Mature (17+)
RP	Rating Pending

To contact the ESRB, call 1-800-771-3772.


Yu-Gi-Oh!™
THE ETERNAL DUELIST SOUL™
Summoned Skull
Tea Gardner
SKULL DICE
EVERYONE
E
CONTENT RATED BY ESRB
GAME BOY ADVANCE
KONAMI®

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Collect over 12 kinds of booster packs and find those rare cards

Create a deck with over 800 cards full of new monsters, magic and traps

Duel against a friend or challenge Yugi, Kaiba, Joey and all your favorites from the TV show

Dueling starts from Deck-building. If you haven't the heart for it, there's no hope for victory.

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NP 411

No Animals Were Harmed in the Making of this Article

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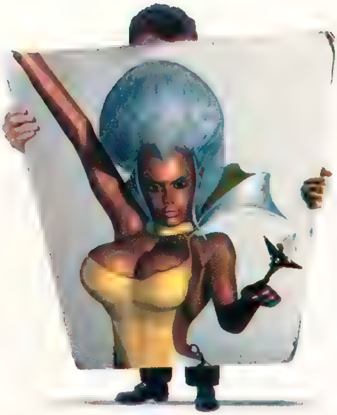

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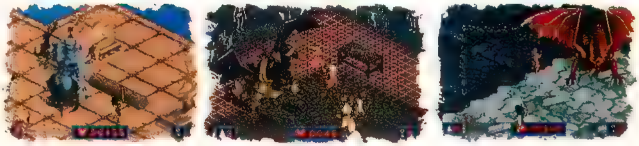

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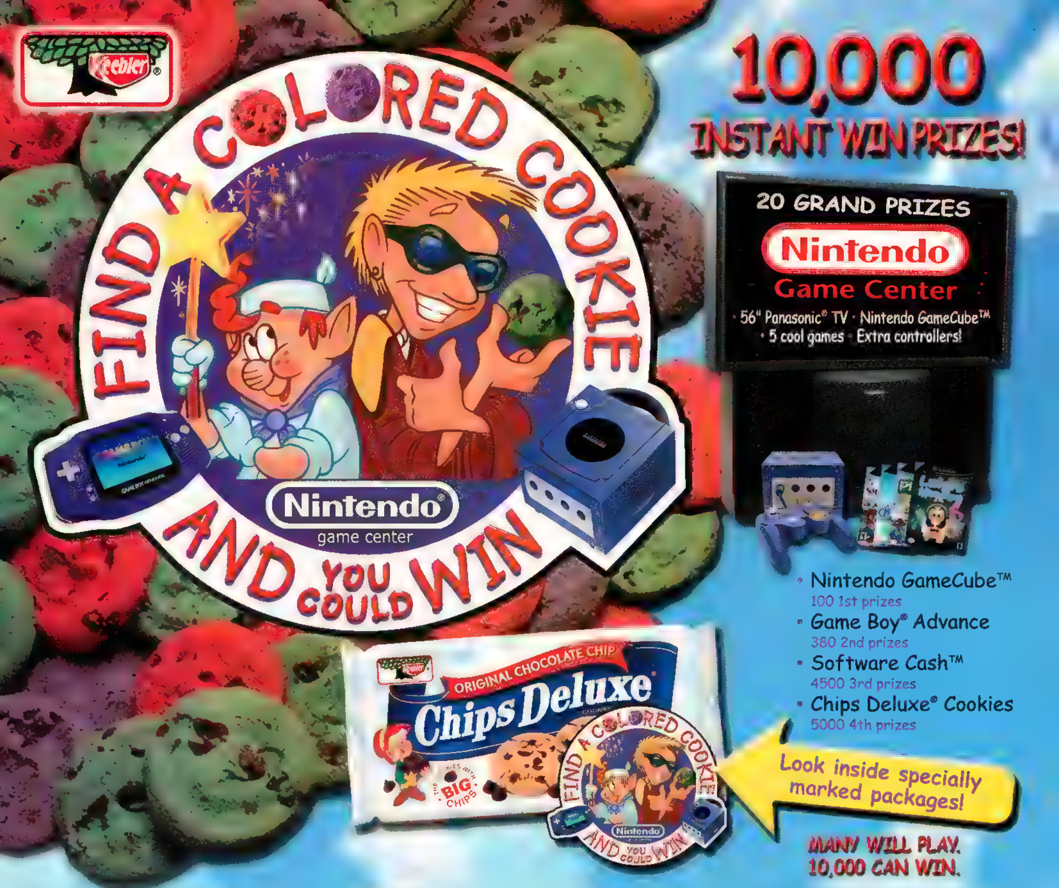

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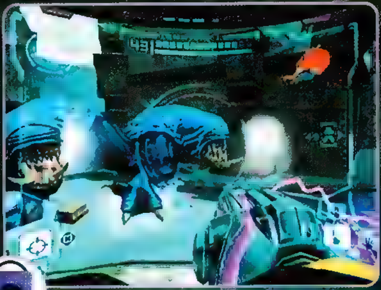

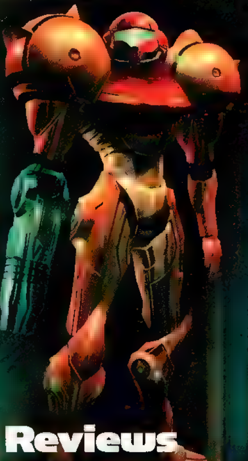

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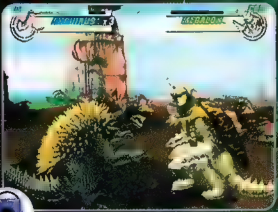

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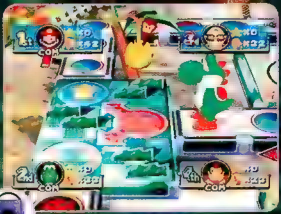

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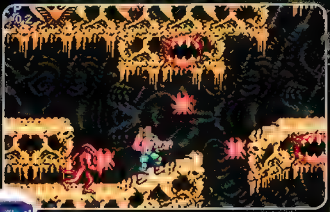

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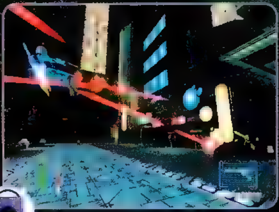

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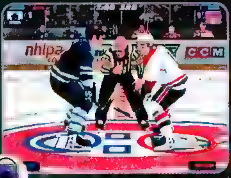

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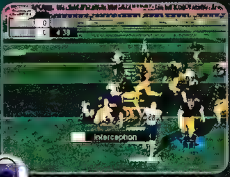

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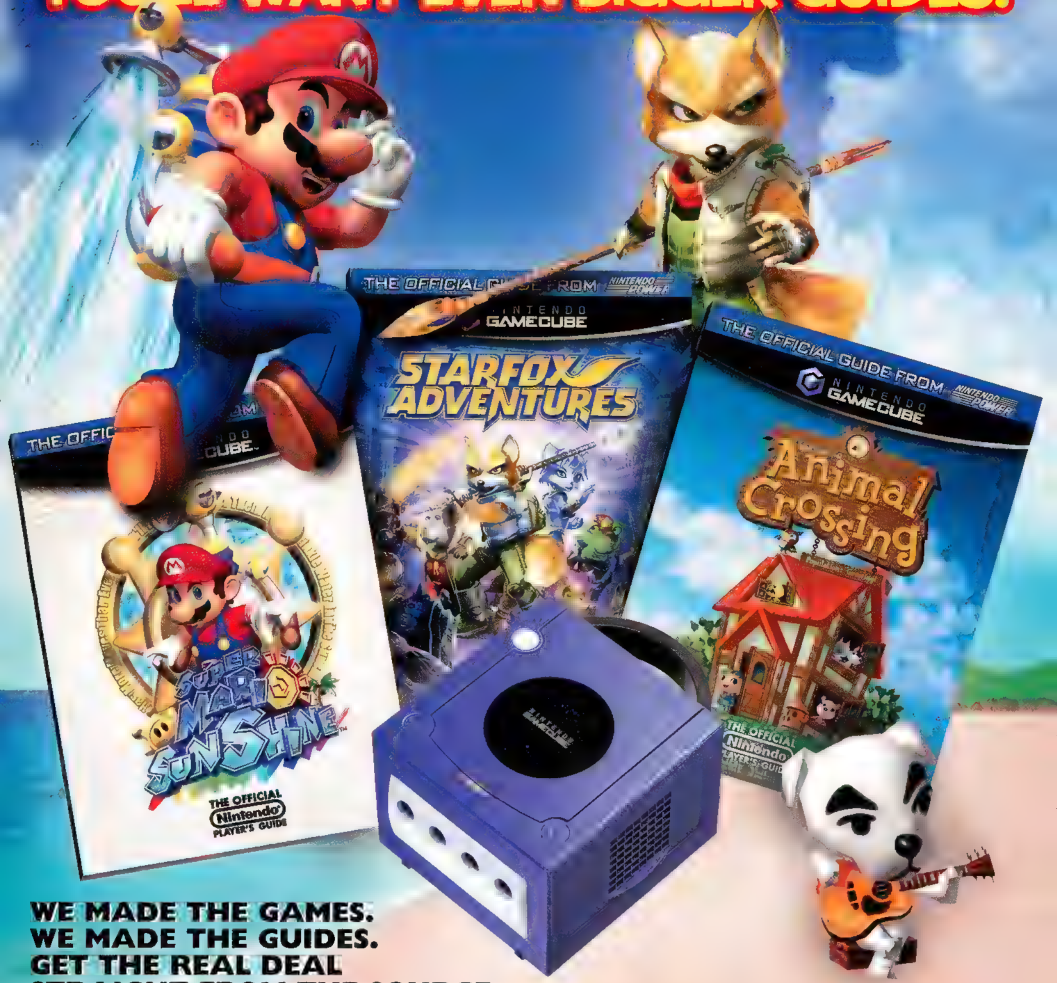
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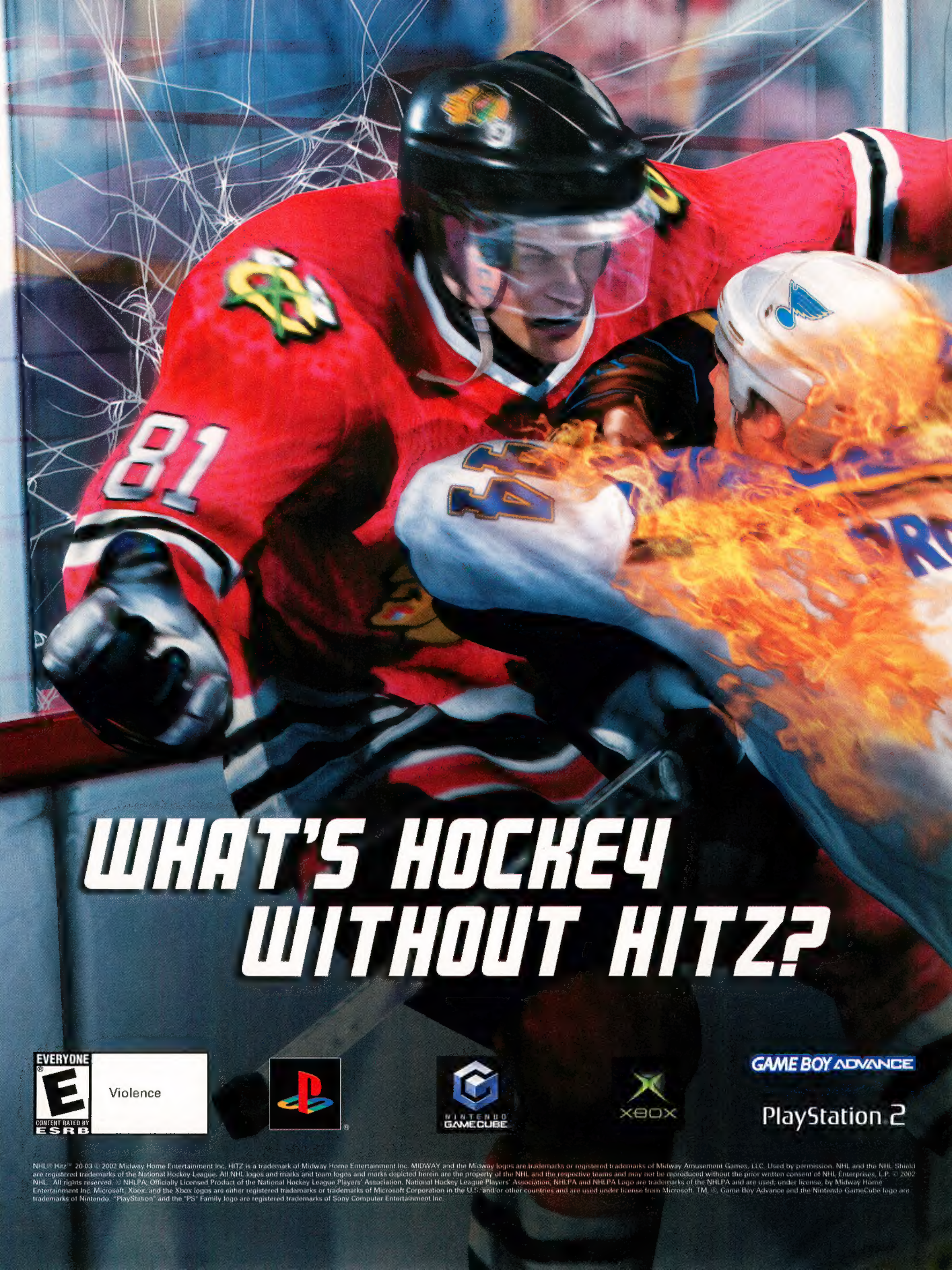

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